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OUR SALES LINE ON: 0229 870000

# **December 1993** Harness the **A complete AA Mastergame** Dead smart DTP utilities Amstrad CPC 464, CPC 6128, CPC 464 Plus D DECEMBER 1993 Serious **Discover how Stormlord**

If you've got a CPC you seriously need this magazine

to become the editor of your own magazine

● TOP TIPS ● FIRST REVIEWS ● BEST ADVICES



GRAB

CONVERTER

CLIP ART

**Font Editor** 





of value NOT an official **Amstrad** publication



#### Serious stuff



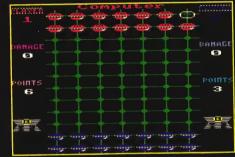
Part two of our A to Z of all things CPC. Well, all the things we remembered to put in, anyway. This month it's a whistlestop tour from J to R. Hold on to your hats.



The UK's largest CPC user group held a bit of shindig down in Southampton this October. Simon was there was doing a fairly good impression of a journalist.



CPC games programming is turning into a thriving cottage industry. Simon checks out the indie games revolution.



Leisure zone

Public Image goes colour! With a new writer

attitude, Public Image is gearing up for even

Fanzines

at the helm, a new design and a new

more big changes.

If AA alone doesn't satisfy

month (if that's possible),

maybe there's a fanzine out

there that could meet your

CPC reading requirements.

your literary lusts every

**PD Reviews** 



#### Cover feature

### **DTP the CPC way**

Reckon you'd like to have at try at this magazine lark? Tell vou what. It's a darned sight easier if vou've got desktop publishing at your fingertips. We give you complete guide to using CPC DTP to produce a fanzine, right from the inspiration, through layout and design to distribution. Plus: CPC DTP packages get the AA review treatment.

# **Tutorial:**

It's here! The program you've all been waiting for. It's the AA official version of the text adventure we've been trying to get you to write over the last few months.



It's another thing beginning with 'pro'. This time. Sentinel have upgraded Pro-Ext and released it again. Does it compete with ProPrint (considering it lost out last time)?



# Review: ProPrint ROM

It got a great review a few months back against Sentinel's Pro-Ext, but how does it measure up on ROM? Simon takes a look at Campursoft's latest.



We take a look at Quantum's new disk utility ROM, and ask if these companies will ever stop churning out DOS utilities? Apparently not, it seems.

Lee Rouane has discovered the secret of eternal life. It's easy when you know how, and you will once you've read Cheat Mode.



#### What that dead parrot needed was infinite lives. Monty Python gets Cheat Moded.



It's the all-new Public Image section, now in alorious Andy-O-Colour on page 36.

# The Examiner:

If your quest is for the best CPC adventure column in the universe, you've found it.

The AA crew comes clean. Will you ever be able to take us seriously again? Plus another star gets the Separated At Birth and Dizzy is this month's top trumps card.

## Regulars



And in a packed covertape this month we've got a stonking AA Past Mastergame and loads of DTP utilities, all of which get explained on these very pages.

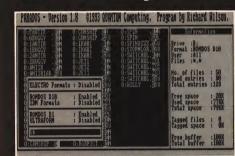


#### Amscene

"I read the news today," The Beatles first warbled back in 1967. And you can read it today if you want simply by turning to page six. You know it makes sense.

## **Techy Forum**

Top techy tips to tantalise traumatised technically troubled CPC types (well, it would have worked if the CPC had been called a TPC or something).



## 25 Subscriptions

A week is a long time in politics but a month can slip by, so if you're not careful you could miss a copy of AA. Take precautions.

#### **26**) Type-ins

Listings with extra added value – yes, new improved Type-Ins with Workshop to remove all those nagging coding queries.

## Reader Ads.

Bargains galore and so much more in the CPC second-hand superstore. Blimey, I'm beginning to sound like a DIY advert.

## **Reaction**

The pages where we hand the magazine over to you for your views, your opinions your strange drawings of cows, your questions about Simon's musical tastes, your other weirdnesses.

## **Back Issues**

Strangely, there are some people who have not bought every issue of AA. But there is help at hand. They can be cured and it's not too late to order the issues they missed.

## **Next Month**

In which we build up the excitement and tension about next issue, which, if you hadn't noticed, will be our 100th.

You thought you'd seen the last of them. We thought we'd seen the last of them. But no, there are still more carts out there for sale, so we do the decent thing and review them. This month's victims include Pinball Magic, Tintin on the Moon and Wild Streets.



# (300)

# **Stellar Outpost**

In space nobody can hear Primal Scream (lucky blighters). But you can hear about how good this game is on page 56. Despite the name, Stellar Outpost isn't another one of Simon's girlfriends but a homebrew SF strategy game in the Space Crusade mould.

Want to see some serious action? You've got it on the first of our new-look AA covertages. This month and every month from here on in vou'll find on our tape at least one prime quality AA Past Mastergame plus a truly wonderful collection of utilities and serious bits. So, what's on offer this month?

### **Stormlord**

SF shoot-'em-up action of the highest calibre. A true classic to kick off the new-style covertape.



of doors, springer of board, blah, blah, etc

## Font Editor

First up on the serious side comes a font editor for creating snazzy letter styles courtesy of Robot PD

Now you can create professional pretty fonts with the greatest of ease - ahhhh

## Clip Art

And as if that weren't enough, we've got two whole screens of clip art to spruce up your DTP output from the masters of incidental graphics, Dartsma.

## Grab Converter

'What about grabs?' I hear you cry. Well, we've also kitted you out with a simple program that converts colour grabs to mono for use in black and white zines



Convert grabs from unprintable co usable monochrome the easy way

Turn the page for instructions





ooking around furtively, Derek ran forward, blushing only slightly when most definitely naked woman rose out of a pot to greet him

"Rescue them," she gasped, with her last few remaining breaths, before falling gracefully backwards, sloping with featherlike beauty down on the very breath of the air itself, and landing with a loud splat in a very large puddle behind her.

"You will not die in vain," re-iterated Derek for the sake of those readers who've just joined us, "For I will find your children and lead them to the light and safety - be it the last thing I do on this mortal earth!"



"What are you going on about? I left my credit cards in the mystic forest - that's all' But it was too late, as Derek had already vanished into the half-light of half a light, muttering words like 'storm' and 'lord'.

For several days and several nights, Derek journeyed one screen to the left, having already rigorously defined his keys in preparation for the journey. When he thought he could travel no more, he saw what was, in his eyes, his first weapon - the Key of Domar. With the mighty key, he could open, er, well, doors. Ahem. Still it was a start, I suppose.

And so for at least, ooh, about a foot really. Derek travelled, stepping gingerly over the really quite top-heavy fallen angel, avoiding the occasional herd of pink slimy things, until he came to lt. lt, in order to warrant the capital 'l', was not just any old door - it was the legendary (well, in Derek's eyes anyway) Door of Domar.

**Quivering with anticipation, fear and** a touch of hayfever, Derek took the Key, and placed it into the Hole, behind which was the Lock. Turning the key only very slowly (for fear that Rust had aged it beyond strength), the Lock clicked back and the Door swung open with a brainslicing creak of two ancient Hinges too long without the Oil of Domar. Derek stepped through, his journey just beginning.

"This is just too slow," shouted Derek in frustration. Having journeyed for 40 seconds and, well, another 40 seconds, he was getting more than a little irritated at the fact that he really was getting nowhere (you must have met those people - the ones that drive down to the corner shop). Spying a rather comfortable spring-mounted piece of wood, he decided to stop and take a breather.

**Everything went black. Then everything** went black with white dots.

Derek was aware of a slight 'whooshing' noise all around him, as well as a small sphere hovering above him. As the sphere began to grow, Derek felt sure he'd seen it somewhere before. The sphere, however, was growing rather too fast for his liking, so he shut his eyes, pressing them together with even more determination as the 'whooshing' began to get louder. Then,



thought it was about time to find out not only what's going on, but in which direction this

kay people, this is the font editor. It's basically a program that allows you to create customised lettering sets for use on-screen, and more importantly on paper for use in your fanzine (the one you'll be really tempted to create after you've read this month's feature on page 9). Without further ado, it's over to Richard Fairhurst with the more detailed instructions (he wrote the program, so he's probably the best guy to tell y'all how it works):

"8x8 fonts are used by many programs on the Amstrad, including Advanced Art Studio and . PowerPage. In addition, you can use them in your own BASIC or Machine Code programs.

"This utility will help you create such fonts. The program is very straightforward to use, as the keys are listed on-screen at all times. In brief, you edit each character by moving the flashing cursor around and pressing COPY to set or reset each pixel. You can move the whole character in any direction by pressing SHIFT and the cursor keys, rotate it with R, invert with I or flip in either the x- or y-axis by X or Y. When you have edited that character, press ENTER and you

Look, I was drunk at the time...

can (using cursor keys and copy) select a new character from the display in the middle of the screen, which is edited in the same way.

"To save a font, press S and enter the filename. The extension .CHR will be added if you don't provide one. To load press L and enter a fliename. Finally, to catalogue the disk, press C and then a file specification (eg \*.CHR for all .CHR files).

"Remember that different programs like different file

Robot PD font editor

extensions. For example, although Advanced Art Studio insists on .FNT: PowerPage likes (although does not require) .CHR. to avoid clashes with 16x16 fonts with an .FNT extension.

"When you want to load a font into your own BASIC programs, enter this at the start of the program: SYMBOL AFTER 32 h=HIMEM+1

"Then, you can load a font by: LOAD "filename",h Ta, Rich.

@1993 Robot PD

Character 65: 8

## **Dartsma's Clip Art** 4 Load them into Powerpage and save them out

kay - this might take a little explaining, so read really carefully. On the tape you will find two normal CPC format screens, in high res mode (mode 2) stuffed full of CPC clip art. You can use them in several ways: 1 Load the screen into Ston Press and save

them out as individual clip art files. 2 Load them into OCP Art Studio, saving them out as windows, and using them there.

3 Using them in either Stop Press or Art Studio files with Powerpage.

as clin art files once more

Whichever method you decide on, please remember that these are not normal CPC runable files. A program has been provided to display them (so you can see what you've got), but the runability of the screens ends there.

If you like what you've seen and want to expand your collection even further, contact the suppliers, Dartsma, for more details, at 47 Kidd Place, Charlton, London, SE7 8HP.



story was heading in. he opened his eyes Don't let me mislead you

here - he meant to keep his eyes fully open for at least a few seconds, but everything had gone black again. Derek realised where he'd seen that sphere before -"That'll be the ground, then".

For the fourth time that fateful day, everything went black. Only this time it was really very black indeed.

Had Derek had the foresight to keep his eyes firmly open and his feet firmly downwards, and had the author of this tale not have had a penchant for violently hurting the characters in his stories, the springboard that was supposed to have helped him enormously by providing an easy way to travel great distances around fairy land would have done just that, as opposed to killing him outright

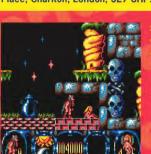
If he had survived, he'd still be journeying round right now, rescuing fairles from gruesome deaths, and using the various objects to help them around fairyland. Derek would (had his soul not travelled to a higher plane of existence) have discovered that by quickly tapping ire, he could fire a blue blob, by holding down fire a bit longer, the blob travelled a bit further, and if he held it down even longer, he threw a sword.

Had he still been intact, you see, he'd have been able to play the sub-levels, in which he had to throw hearts up fairies and catch the tears they cried in

यामामा मा ।मामामा SHIMIP HI LAUTING SHIMIP & tape and press REC and PLAY (if you've got DDDHPDD) DEPUDIDD DDDDFDD a disk drive, just make sure there's 17K free



Trust me – mono grabs ARE useful.



return (for some inane but probably quite soppy reason). But he didn't. He just spent

the next four years lying around on the floor until someone happened across him one day, and put the putty knife they were holding to good use.

#### The abridged version

For all those who can't be bothered with the plot and just want to get down to it, we thought we'd save you a bit of time and trouble, and abbreviate things for you in a handy sort of way.

- Run around Fairyland collecting fairies (six in total).
- Tapping Fire makes Stormlord fire water. Holding Fire and letting go fires swords.
- Walking on springboards teleports you to
- Keys open doors.
- Honey distracts space invaders (why?).
- Umbrellas shield Stormy from the rain.
- On the bonus level, fire hearts at fairies and collect droplets of water.
- Have lots of fun and buy Action forever and ever and ever.

### **Grab Converter**

hough this isn't really one of the major bits of the covertage, we thought some of you might find it useful. The program is really quite simple, as all you have to do is give it the filename of your Mode O Multiface screen grab, and wait.

If you're using a tape deck, insert a blank a disk drive, just make sure there's 17K free on the disk), and the routine will save out a monochrome version of your screen, ready for loading into a DTP package

And that's all there is to it! This little routine was actually intended for use with grabs that you want to put into your fanzine. You may have another way of doing it, but this one is the easiest method that'll be compatible with all DTP packages (all the ones we've seen, anyway).

# Loading instructions

#### The explanatory bit

The first side of your covertape consists of three senarate sections:

- Font Editor
- Grah Converter
- Clin Art

To load Font Editor, rewind the tape to the start of side A, and type: RUN"

pressing ENTER at the end.

For every subsequent program, just run them from the tape in the same manner (and that includes Stormlord on side two). If you want to transfer them, however, you'd better read the next bit.

#### I want it on disk!

Do you, now? Well for the two programs on side A, you just have to load them up and save them back out again from BASIC. Side B can be transfered by simply selecting option two from the loading intro.

#### That's too much hard work

If you've got a disk drive, though, and you want a disk version of this month's Serious Action you can order just such a wondrous artefact from our duplicators, Ablex, All you have to do is snip off the coupon on the bottom corner of this page and send it with a cheque/PO for £2 to:

AA99 Disk Offer, Ablex Audio Video, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD

#### The tape won't work? Surely not?

We go to great lengths to make sure that our covertapes work properly. However, if you still have difficulty, try these solutions:

- Loading at several different volume levels (if you're using an external tape recorder). Cleaning the tape heads. This can be done with any commercially available cleaning kit.
- Adjusting the cassette recorder's head alignment. The alignment screw is located just to the left of the tape head, and is usually accessible through a small hole. Turn it a fraction at a time with a jeweller's screwdriver. When the crispest sound is heard, the alignment is spot on.
- Tapping the cassette GENTLY against a table edge - the spools may be sticking or jammed. If you still can't get the tape to load then send

the tape, along with a brief description of the problem and a stamped SAE to: AA99 Covertape Returns,

Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD

Please don't return tapes to the AA office. If you do, we'll just feed them to Simon, and when you ring up to see where it's go to, we'll just make you feel stupid for not

December 1993 AMSTRAD ACTION Working late

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takes all sorts in this world.

would you believe, betting software, It

You name it, they do it, really - take

a look at the interview in ish 96.

**Gary & Scott Kennedy** 

CPC game (don't argue).

**New Age Software** 

**Quantum Computing** 

The new breakaway sect of STS

original good plans fell short.

**SD Microsystems** 

Sentinel Software

a few original products.

that looks set to pick up where the

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take a look at the feature in AA93.

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(probably Quantum titles, now), and

ad (it's the yellow half-page one).

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# Amsene

What's hot and not what's not on the CPC news front.

**Glasnost** 



Dave says, "Watcha,"

elcome to yet issue of your favourite CPC mag, Amstrad Action. As well as the regular mix of news, reviews, interviews, and other things that rhyme, we're heading in a new direction - into Europe.

Sure, we do have quite a few readers dotted around the globe, and there are loads of AA fans in Europe already, but we've never really covered the activities of the teams producing some of the hottest code for these lovely little machines of ours - and it's not just demos they churn out either.

You see, as well as producing the kind of things that Simon jumps up and down ranting about, they're constantly flooding the PD and homebrew scene with some absolutely excellent cheap, good quality games.

So, if any European CPC coders out there want to get in contact with us, now's the ideal opportunity to do it.

Having said that, we're not going to ignore the British scene - our new regular homebrew section will continue to cover the grass roots UK scen, and we'll be first with reviews of all major commercial releases as usual.

All that aside, we hope you have as much fun reading this month's piece of the Action as we've had putting it all together, and we'll see you next month for the big one oh oh.

#### Tax evasion

Did you realise that one of the few items in Britain that can be sold without VAT is a magazine. At the next budget, however, this could all change. It's pretty obvious that publishing companies aren't happy about this, but we don't think you'll be all that chuffed either.

You see, this means that we would have to put the cover price up! You might be able to stop this whole thing now, though, by writing to The Right Honourable Kenneth Clarke MP at the House of Commons, Westminster, London to complain about the fact that you will have to pay even more for

Failing that, of course, you could always subscribe – not only do you get the magazine delivered to your door, but mail order stuff doesn't get heavied by the government – in other words the tax won't affect subscribers.



#### Completely WACCI

Here's something you really should pay attention to - WACCI, probably the largest CPC group in the UK (see the fanzine reviews on page 39) have decided to offer AA readers half-priced six-month membership which works out at a mere £4.50. The address to contact is: 7 Brunswood Green, Deeside, Clwyd CH5 3JA

And to prove you're an AA reader, erm, say 'kippers' or something. Failing that, just tell them that Hairy™ sent you, and you could get a cheap membership to a fanzine, with access to a PD

50 per cent discount to WACCI for AA readers.

library, a huge contact base, a helpline, etc. blah, blah.

Seriously though, it really does make sense to get in on a user group of some sort - this scene needs all the support it can get at a user level, just as much as the commercial market.

# Street Fighter 2 review set for AA100

The review you've been waiting for will happen – and appropriately enough in our celebratory 100th issue. Yes, Street Fighter 2 will finally be given the thorough AA treatment next month.

US Gold reckon that the game will be coming straight out on budget and will be available in time for Christmas. Will it be a great Christmas present or a real turkey?

#### Cavernous

Did you catch a guy called Richard Gandy on Bad Influence

recently? He was seen waving a gun around (a light gun, fortunately for presenter Andy Crane). Richard is the owner of Software Cavern in Marlowe. Buckinghamshire, and he reckons the shop contains the largest selection of CPC software on sale anywhere in the UK. In

fact, it actually supplied every cart game we've reviewed this issue (starting on page 49). So if there's a CPC game you're after, give the Cavern a ring on 0628 891101.



Who cares if it's out to get you? It's out... at last!

## Calling France

Just a little snippet to let you know that next month we should be taking a look at a mass of software never before seen in Britain - we're going to raid France, and plunder it of all its goodies. We'll also be taking steps to ensure its availability in Britain, so keep your eyes peeled. And believe us, some of this stuff looks like being really hot (er... 'hot' meaning good, not stolen).

## Wot, no FES news?

We'd also just like to reassure our readership that the only reason we don't have any FES news is because it's already happened, and darned brilliant it was too (even though we're writing this before the event we're sure that it will have been darned brilliant by the time you read this... if you follow). Were this not the case, though, rest assured that this page

would be stuffed full of even more discounts and special offers, as well as a bit of punter-enticing name-dropping. Other than that, if you went along, we hope you had a great time - in fact, it was impossible not to. Oh yeah, and congratulations to our free ticket

competition winners, whoever they will be/were (this is getting plain daft).

The Amscene Directory

Anybody who's anybody in the CPC scene is in The Amscene

Directory, It's a bit like The Yellow Pages, only it isn't yellow and there's only about a two-thirds of a page of it. But the principle's the same. It puts CPC users in touch with CPC users, and that can't be bad thing.

Anyway, same rules apply as last month. If you think you offer a service that should be included in the directory write in to: Amscene Directory, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW. We reserve the right not to include anything that we feel is against the spirit of the section. Why? Because we can (and we means that we can stop anybody dubious - like software pirates - getting any publicity).

#### PD Libraries Presto PD

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Dartsma

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And they do loads of other CPCrelated stuff as well.

Demon

**▲ 47 Hilton Avenue, Hall Green,** Birmingham B28 OPE

3.5-inch disk drive owners might like to investigate.

49 Woodville Rarnstanle **Devon EX31 2HL** 

New library with a large selection.

41 Michaelgate, Kirkby Lonsdale, Via Carnforth, Lancs LA6 2BE

A policy of 'no serious software.'

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# screen

So you think you could edit a magazine, eh? Go on then, prove it. What do mean, you haven't got the resources? You're reading this mag, so you've got a CPC, right? Then all you need is a DTP package and you're away. Not convinced? Simon Forrester and Dave Golder will change your mind...

Ithough Protext, Brunword or Tasword may all be excellent word processors. you couldn't really design fanzine pages on them; at the end of the day, all they can produce is an page of straight text. So how would you go about designing a fanzine that looks more interesting? Come to think about it, how would you go about creating a fanzine anyway?

This is where we come in. Stand by for the ultimate guide to starting your own fanzine the complete low-down from finding inspiration to getting your finished pages printed up, plus all the hard work between.

So what are the stages you have to go through to get a fanzine out of your CPC?

#### **Step 1: inspiration**

The first thing you'll always have to sort out is what exactly the fanzine is going to be about. and what approach it's going to take. If you're a die-hard CPC fan, it's pretty obvious what subject you'll be wanting to cover, but Amstrad Action covers pretty much the whole CPC spectrum anyway - what extra are you going to offer to make people want to buy you?

Potential State Sea

SD PB and PD Fun

the pages of game reviews Lots of PB

Difference

One very easy way to discover a new angle is

INTERVIEWS

REVIEWS



there really aren't any rules as to what you base your fanzine on - there are no limits.

There's also a very important advantage that any fanzine has over any major newsstand publication like AA: we're bound by what the mass majority want to read. We're always getting letters complaining that we don't devote more coverage to minority interests, such as the demo-writing, advanced Machine Code, programming theory, the PD scene in Outer Mongolia, etc. But we have to appeal to all of our readers all of the time; we can't afford to devote pages to subjects which would bore the vast majority of our readers stiff.

Fanzines have got it a little easier, though. You see, whereas we have to cater to the tastes of

20,000 readers,

a hundred or so people at

the very most, so you can

cover topics that'll only

appeal to about 100

the crowd you want.

So as for inspiration,

your main task is to

decide on an angle. Whatever you do,

or a stance not covered

or taken by any other

existing fanzines (or AA,

#### What Is DTP?

DTP is an acronym that stands for DeskTop Publishing, and means exactly that publishing (creating your fanzine, magazine, poster, etc) on a desktop (how big does your CPC have to be?).

Whereas in the olden days (when everything 'round 'ere was fields) publishing was all about sticking little metal letters in the right order on to printing presses, and a bit later (when someone had built a housing estate on the fields) it was all about cutting and pasting bits and pieces on to large sheets of paper, these days (now there's a Tesco's where the estate once was) it can all be done on computer. Basically you lay out the pages by feeding the text or pasting pictures into 'boxes' and manoeuvring these boxes on-screen.

for that matter), and you might just have a very popular idea on your hands.

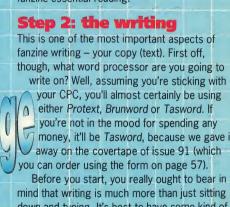
And this doesn't just refer to CPC fanzines. Whatever subject you want to produce a fanzine about, be it football, SF, music, bird-spotting, toe-nail collecting or badger embroidery, try to find an angle or an attitude that'll make your fanzine essential reading.

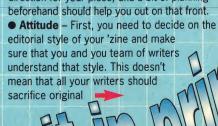
fanzine writing - your copy (text). First off, though, what word processor are you going to

your CPC, you'll almost certainly be using n either Protext, Brunword or Tasword. If you're not in the mood for spending any money, it'll be Tasword, because we gave it way on the covertage of issue 91 (which

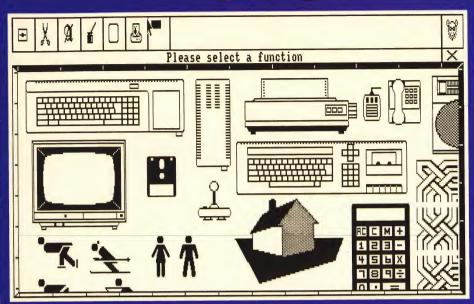
mind that writing is much more than just sitting down and typing. It's best to have some kind of direction for your piece, and a bit of planning beforehand should help you out on that front. editorial style of your 'zine and make sure that you and you team of writers understand that style. This doesn't mean that all your writers should







## Which package?



And here we can see Stop Press displaying its clip art indecently for all to see. Disgusting!

#### **Stop Press**

As one of the more prestigious (and therefore expensive) DTP packages, Stop Press definitely filled a gap in the market as one of the first fully comprehensive attempts at CPC publishing. As an added bonus, it also came bundled with a mouse, and a hefty price (£60 originally).

But was it any good? Well, for a DTP package. it also had a fairly comprehensive range of art and text facilities, making it definitely one of the better choices for the discerning mouse-loving fanzine editor. Unfortunately, that fanzine editor had to own a 128K machine and a disk drive.

Unfortunately, it's not currently commercially available, so if you want a copy it's a case of scouring the small-ads pages.

PowerPage (6128 only)
This package started off being completely astonishing: it was a full DTP package that, almost impossibly, ran on a 64K machine. It was also PD, making it the obvious choice for budget DTPing.

However, all things must change, and the absolutely wondrous PowerPage must change with them, so we can now herald PowerPage 128! Let's cut the tosh here - it's fab. It seems like a bit of a waste of time to carry on and review all the others, because, though we may seem a little biased (after all, it was written by our very own Richard Fairhurst), it really is the most fully comprehensive package around. You can get it from Robot PD for only £2.25 plus SSAE, and for a package that'll take care of absolutely anything you'll ever want to do in the process of churning out your pages, MD2 on cart for the Pluses. S'true, y'know! do in the process of churning out your pages,

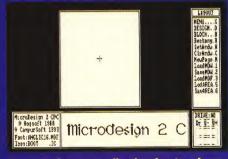
that's darned cheap. Oh yeah - Robot's address is 2 Trent Road, Oakham, Rutland, LE15 6HF. Rating:

## Micro Design 2 (6128 only) And here's Campursoft's DTP package (contact

them for more details on 041 554 4735). If you want the full, in-depth, no-holds barred Tim Norris review, you'd be advise to check out ish 94, but I'm in the mood for a good quote right now, so:

"I'll have to wait until we get hold of the finished version and run some comparisons with the competition before I rave too much but at the moment, it's looking as if MD2 is going to be well up there with the best of them"

And from what we've seen of later versions of the package, it really is one to consider - not everybody will be a PowerPage fan (it is a little slow in areas), so if you want a little more speed when you DTP, Micro Design 2 is definitely the one to go for.



#### Clip Art

What's on the covertage, Uncle Simon? Well, gather round and I'll tell you:

The Covertage

#### **Font Editor**

If you can't get that dramatic lettering effect you want with the fonts supplied with your DTP package, Font Editor is the solution. It allows you to design your own fonts which can then be imported on to your pages. The possibilities are limitless (er, well there probably is a limit to the number of fonts-you can design on an 8x8 grid, but we're not working it out).

This little goodie comes in the form of two standard CPC format screens, packed with pictures and logos you can use with your DTP package to create some really snazzy pages. If you want to get hold of a bit more artwork, you can find more details on the covertage pages (4 and 5), but also check out various PD libraries. Believe me - clip art can really widen your choice of page designs (you'll have to check out the instructions with your DTP package to find out how to import the clip art on to your pages, because the method varies from package to package).

#### flair and individuality pervading magazine style, but they should all

for the sake of an allwrite with the same attitude.

publish and

There are four main ways you can go. The first is deadly serious, 'we are crusading to prove to the world how important a part of the fabric of modern society river widening is' attitude. These fanzines usually involve people plotting, for example, the CPC revolution, in which they overthrow the consoleowning bourgeoisie and rise to power under the firm conviction that their CPC can do anything a PC can. We'll call this approach the 'pages of niggling and who was that giggling?' approach.

The second type of attitude your fanzine could have is the 'devil may care and writers may swear' approach. This is all very well, but beware, as it does prove to be rather effective at alienating a large number of potential readers (it can also be fun to write, though).



Then there's the ever-popular 'cut the info by half, and go for a laugh' approach which loads of fanzines go in for, and there's nothing wrong in that. Taking a satirical swipe at your subject can make for great reading.

Finally, if you don't really want to go to either extreme, you could stick with the 'fully comprehensive but not that offensive' style; in other words, the fanzine-as-functional-artefact, packed with no-nonsense info and an essential buy for anybody interested in the subject. It would be bought for information and not entertainment. Structure - Don't just plunge into a page headlong. Stream of consciousness writing might have made James Joyce famous, but it's not much good for a fanzine. Think about what you're going to write; give it a beginning, middle and end; make sure it's clear what you're talking about.

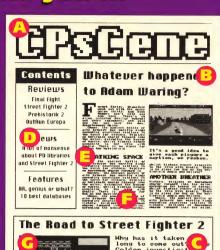
#### **Grab Converter**

If you're going to include software reviews in your fanzine, you're going to need screen grabs. If you're going to take screen grabs, you need a Multiface. Even then, though, you might not be able to get that screen grab into any form that'd be suitable for use in a black and white environment. This is the program that should solve all your problems, as it'll convert most Multiface screen shots to Mode 2 monochrome files. By the way, Grab Converter is a patented Hairy Happening™ production, a patented Hairy Happening™ production, brought to you in association with the Forrester Foundation. It could change your life<sup>®</sup>.

## Designed to draw you in

Here we go on a quick guided tour around a typical DTPed page with Dave 'If you look to your left' Golder. Do you realise how many page elements are designed as 'hooks' to draw the reader in to the page? No? You soon will (and realise how we so cleverly manipulate your thoughts - nyah-ha-ha-ha).

A Logo – this is your identifying image and should be eye-catching and instantly memorable, like, say, the Jurassic Park logo which is so recognisable it can even be ripped off. You can design it with a bog-standard font like we have, but as it's going to be the same every month, it might be better to design it in an art package and really go to town on it. B Headline – Put a bit of thought into the wording of headlines, because they are important hooks, things that'll drag the reader into the main body text. Take a look at the home brew section this month (page 30); we could have just called it 'Home Brew', which is succinct and to the point, but not very exciting and unlikely to attract people to the article. True Brew' may be a pretty awful pun but it draws attention to the page because it causes the reader to pause momentarily, wonder why this awful pun has been used and hopefully read further on into the page to find out.



Strap - That's just the technical name for the slightly bolder text underneath a headline. It's function is simple - to draw the reader into the

page by giving information about what the piece is about. Like headlines they can less than serious, but they need to start informing the reader what the story is about.

Box-outs – These are boxes of text with two main functions; to give information that works better drawn away from the main text and to attract attention to a particular point. They are also useful hooks: an interesting box-out might make the browsing reader delve into the main copy.

Crosshead - these break up the text basically, to avoid massive wodges of words, which can put people off reading. To inform is only their secondary function. Have fun with them... turn them into a running gag if you want. Body copy - the main text. What you want 'em to read because that's where all the goodness is.

G Grab – what we in the trade call pictures swiped from software.

Caption – these can be very useful hooks. When you see a picture you might want to know what it is. If there's a caption telling you and it sounds interesting you may well delve into the main copy. If there isn't... well, would you bother wading through a load of text just to find out what the picture's all about? Next page please. Drop cap - An easy way for the reader to locate that start of the copy. We reckon they look good, too. Definitely worth the effort.

Readers are important - The smaller the reader base, the more you have to make sure you're accommodating their tastes (mercenary, huh?). You might want to make a PERSONAL STATEMENT with your fanzine, fine, but if you get too self-indulgent ask yourself - why are producing a fanzine if only one person would ever want to read it - you?

Originality - Never copy any other fanzine's style wholesale; if you can't think of anything original, don't bother,

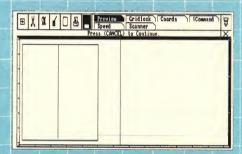
Coverage - If you really can't think of anything new to cover, don't worry; just try and cover an old topic with a new perspective, and you might discover something really worthwhile.

#### Step 3: the DTP bit

Now this is where you really should fasten your seat belt; it's going to be a bumpy ride. Here we go with a step-by-step guide to laving out your page. Of course, with the huge variety of DTP packages out there, and because we have absolutely no idea which one you'll use, we can't go through exact keypresses; this is more a guide to common features and how you can use them to spruce up your pages.

Setting up a grid A grid, before you ask, is just a blank page ready to have the text laid on to it. So what format are you going to have? For instance, AA has three-column pages. But what would be best for you? Well, not only is a onecolumn page really dull, it's quite difficult to read and restricts what you can do with the design. The odds are you'd be best using two- or threecolumned pages (depending what size paper

d the fro you're printing your 'zine on).



The first stage of laying out any page is to start with a completely blank grid.

Boxes Another one of the really useful things you can do with a DTP package is draw boxes. Wow. But what are they for? Well, it's simple. If you look around this feature, you'll see various bits of information pulled out from the main text and shoved into boxes. Attractive, aren't they?

Depending on what kind of DTP package you own, you'll be accomplishing this in two ways. If you have a package that supports boxed text. I'd use that option, but for those that don't have such luxury, here's what you'll want to do.

Firstly, use the graphics part of the package to draw a rectangle. Next, place your text cursor into the box, and paste your text into it. The fact that these packages will not let text overrun

This is what we in the trade refer to as flowing text. In fa...
Help me! I'm Amstrad Action

Flowing aside, you can get some really lovely fonts if you buy a copy of Stop Press.

graphical lines will keep the text inside the box. turning it into a box-out.

Boxes can also be used to define areas into which you can drop pictures. Hey, Mr Versatility. Manipulating text Assuming you've dumped your text on the grid, the next thing to do is start styling it up. Before you do anything else, you'll have to alter the attributes, size and fonts (text styles) of the various blocks of text. For instance, the headlines need to be in the largest test size and intro text (known in the trade as 'straps' - see the design box-out) slightly smaller but still larger than the main body text.

Most CPC DTP packages offer a variety of text manipulation features and there will probably

#### E X A I D B Fornat Effects Adjust Load Text Selfont Font Character tales from the Middle Carth Flowing lonts Felt Tip Old Englishl Not Black Dairy Attack 9mytrad 9ction - we're completely fab!

Carrying on in the font theme, here are a few more from the Stop Press collection.

be a huge wodge of fonts to choose from as well, BUT DON'T GO MAD:

> Don't use 50 different fonts on every page you design. It'll end up looking a mess. Use one font and one size for all your main body copy, then decide on one or two other fonts/sizes for the headlines, intros and crossheads. Your zine will look much more stylish like that.

 Bear in mind the limitations of the system. The larger lettering gets, the blockier it gets (it's just the way CPC fonts are designed).



Add a box or two (or three, even) - it makes your page look so much more interesting,

 Take into account things like the space between the lines (leading) and how close text flows to boxes or lines - give the page room to breath (personally I hate cramped pages it may give value for money on a word count level, but it also gives you a headache).

**Highlighted text** Another effective highlighting method is to use white text on black. This can be very effective for crossheads (see the design box-out) or even headlines. A white on black section head would look very much like...

#### THIS!

You might be tempted to do a whole page of black-on-white text. This can look very stylish but be warned - you need an exceptionally good reproduction process to make this work. Your normal bog-standard photocopier tends to turn black into mushy, speckly shades of grey. White text on mushy, speckly shades of grey is NOT A GOOD THING.

**Illustrations** This is where things get a little tricky. There are a number of different options: Importing CPC-designed pictures: All CPC DTP packages have a function which allows you to import any CPC-format pictures on to your page and place it where you want. CPC format pictures include:

- Pictures, logos or diagrams designed on a CPC art package
- Clip art wonderful stuff. There's some of it on the covertape this month. It's ready-drawn artwork that you can get hold of from PD libraries and use in your own masterworks.
- Digitised pictures but since there was only ever one CPC digitiser (The Rombo Digitiser), very few people bought it and, frankly, it wasn't very good, this isn't a likely option. (Actually you can digitise on other computers - pah and transfer the results to CPC format using programs like the one reviewed in Public Image this month on page 36).

Cut and paste: you can physically glue a picture on to your page just before you duplicate it. This means that you'll have to leave grab-size boxes on your page, so there's room to actually fit the pictures in. Okay so it sounds a bit primitive, but believe me, a lot of the time you get

much better results than with grabs or digitised pictures. Grabs: it's take your pick time again as we give you a quick runthrough the options:

 Photo-reduce any pictures you want to use (on a decent photocopier) before

physically gluing them on to the page just before you duplicate it (see cut and paste).

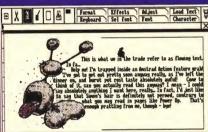
 Print out your grabs in a package like Advanced Art Studio, and go through the same procedure as with the photographs by reducing them, etc.

• Use the program we've provided on this month's tape. It'll work on Multiface grabs. letting you either just save them out as normal screens, or turn them into monochrome, so you can then load them straight into your art or DTP package and use them as you see fit.

Tidying up Yup, it's the boring bit. So what traps do you have to avoid? Well, there are a few: Overflow - Okay, so it's not all that difficult to spot when the text flows over the end of a page, but you really should absolutely always keep a very good eye out for it, as nothing disappoints a reader more than following that joke doggedly through an entire page only to find the second half of the punch line has been cut clean off. Widows - We could spend hours going through what 'widow' means, covering 'orphans', 'next of

Flowing text around pictures

This is a term used to describe the way you can make text flow around a picture. If you import a CPC format picture the text will automatically flow around it. But if you want to paste in a photocopied picture (or whatever), what you do is draw a box on your



page roughly the shape of the picture into which you can glue the picture later. Of course you could just draw a rectangular box to leave space for your picture, but, frankly, that's not very exciting; making the text follow the contours of an irregular shape is much more stylish.

advise you start with only

better jump gracefully into that...

**Step 5: distribution** 

There - wasn't that easy? Working out

distribution details isn't as straightforward,

"How much will I charge?" It's up to you, but be

sensible. The easiest way to decide would be to

look around for a fanzine that's approximately as

they're charging. As a rough guide, £1 for around

"Should I offer subscriptions?" The absolutely

final and most definitely definite answer here is a

very firm 'yes' indeed. It's all very well to rely on

your readership to send off for the fanzine every

month, but some of them might miss a month, or

large and as thick as yours, and find out what

30 pages seems about par for the course.

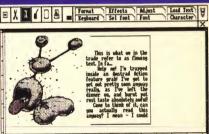
however. Ask yourself a few questions:

always run off a few more if there's a demand

(and remember to send one into AA). But this is

all getting into the realms of distribution, so I'd

about 50 copies. You can



It looks a lot more stylish to have the text following the contours of the picture.

kin', and 'slightly depressed next door neighbour'. The simple point is this: if you have the last line of a paragraph with only one word on it (a widow), it looks bad. I think I'll do one right now to prove

(it.) - (Yeuuchkh - Dave) Rectify the problem by adding or taking away words, to change the length of the sentence, but not the meaning.

And that, as General Custer would have said if he'd been a staff writer, is that.

**Step 4: getting printed** 

To be quite honest, your best bet would be to go to a copy shop, such as Kall Kwik, who'll be quite happy to knock up a reasonable sum of issues for an even more reasonable sum of cash. Failing that, if you're at college and happen to be incredibly good at creeping round people, you might be able to work something out with them (every college is bound to have a photocopier).

Some more established and better-selling fanzines do get professionally printed, but if you're starting out it's not a viable option. Why? Because it's darned expensive.

"But how many should I print?" came the collective cry of several thousand potential fanzine editors. The answer is, to be quite

lose interest in the summertime (that's always a bad season for computer magazines).

Subscriptions really are the answer, as they not only guarantee sales, they give you a good idea of how many to copy and they provide you with the cash up front to spend a bit more on your fanzine (a better photocopier perhaps).

"Should I ask for an SSAE?" Again, if you're selling your fanzine issue by issue, you should you'll be forever licking stamps and envelopes if you don't. For subscription issues though, you should offer free postage as one of the benefits of subscribing.

"How will people get to hear about my 'zine?" Put a small ad in AA. Check out the Amscene Directory and send a few publicity copies to local groups. Go to computer fairs and conventions armed with a few copies. And don't forget to mention it to your mates.

"Is it worth it?" This is the biggy. If you feel that you've got anything new to add, anything interesting to say and any new opinions about any aspects of the scene, a fanzine is a very worthwhile project. And every fanzine that starts up is another potential way of getting various, far-flung CPC fans in contact, which has to be good thing.

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# Assembly Line

"Machine Code is the key to power," ranted the evil Count. "I must learn the secret of index registers and stacks so I can conquer the world. Torture the prisoner. We must know his secrets" But the lad Forrester gave nothing away, because his first duty was to Queen, country and Amstrad Action.

nough of all this gentle introduction stuff vou've been getting for the last couple of months. This time around we're getting down to some serious coding, and taking a look at something that you shall come to know forever more as index registers. Though you probably won't need them just yet, they're a concept you'd better get used to, because when they do crop up in the rest of this series, I'm not going to hang around explaining them – so on with the show.

#### Indexes

(this is obviously some strange usage of the word 'wacky' I hadn't previously been aware of – Dave).

These don't have much to do with index

registers at all, but I've got a feeling that these two subjects work well when covered together, as they're both related to readily-accessible strings of data that sit in memory and can be

oulated as extra registers and a storage

facility. Stacks are funny things, you know (this is

Don't worry too much about the numbers at

a strange us of the word 'fu...' oh never mind -

Dave) – take a look at the following program:

push hl

pop hl

ret

5. label :your routine

call label

If you cast your mind back over the years to, ooh, it's got to be at least last issue, you'll remember all the stuff about registers. What I decided to leave out back then (it would have only confused matters) were two other registers that are available, ix and iy. These aren't normal registers, however, as they have rather special abilities – they're huuuuuge. Really, enormously big. Big on a scale of such hugeness the human mind can't comprehend them. Well, I suppose we could always give it a go;

they're 256 registers each. 512 extra registers. Okay, so you can can just about get your head around the concept, but you get my point - as registers go, they're big. In a big way. In fact... (ves. Simon we get the idea - Dave).

Here's how to harness that power. Remember how, if you wanted a value to be placed in the accumulator, you'd use a command like the this:

1d a.7 However, with the ix register, you'll be using:

ld (ix+00).7 Why? Well, let's get it to hold another value in a

different register, so to speak: ld (ix+01),3

The number we changed (the displacement) can stretch all the way up to 255, or &ff in hexadecimal. This effectively gives us 256 registers (0-255 inclusive), and when you add iy into the equation you've got a mammoth 512 registers. So how does this actually work?

This is where things get a little complicated. Imagine, if you can, a set of 256 bytes in memory at, for example, &8000. If the register ix on its own contains the value &8000, then this is where the ix register's information is stored, making (ix+00) access &8000, and (ix+01) access &8001. Getting the hang of it yet? Good. There are a few points you really should bear in mind, though:

- The highest displacement (the number) can only be 255.
- The ix register's values are always stored somewhere in memory.
- ix can be changed through Assembly commands like ld ix, &a000.

#### **Passing parameters**

But is that the only use for the ix register? You can be almost sure that when that kind of question is posed in that kind of manner, the answer is bound to be 'no'. You see, Amstrad (or rather, Locomotive) BASIC was written with Machine Code programmers in mind – you can actually pass values to your Machine Code programs with the call command. Let's take a look at an example:

#### CALL &4000,&4f,&0d,&4e7d

That looks really straightforward, partly because it is. The only part you may have a bit of trouble grasping is the way it's presented to your Machine Code program. The main conditions are that the accumulator holds the number of parameters passed (in this case

#### 1 Place (push) the contents of h1 on to the stack. 2 Call the routine called label.

Hey, stacks
And so, on to the wacky world of stacks 3 On return, remove (pop) the contents of h1 from the stack.

> 5 The routine we're calling starts here, and can feel free to corrupt h1 if it wants to, as we've stored the contents on the stack 6 Return to line 3.

Of course, we could have just used:

push hl your routine pop hl ret

But for the purposes of this explanation, it doesn't really work as well. You see, when the first listing calls your routine, and in fact when any call is made, the address the routine has been called from is stored on the stack as well. This can cause problems - let's look at

Imagine a paper spike. If I write the number held in h1 on to a piece of paper, and stick in on to the spike, it is stored there. However, if I then write the

return address for a call command on another bit of paper and stick it on to the same spike, it is in the way of the first piece of paper. This means that if we were to use the

push hl call label ret 4. label :pop hl your routine ret

..the pop h1 command will actually place the call's return address into h1, and the ret in line 6 will execute memory at the address pointed to by h1 originally, as it was pushed on

This method of arrangement is called LIFO, meaning Last In, First Out. If you pushed some numbers on to the stack (say, for example 6, 1, 2 and 8), they'd come back in reverse order (8, 2, 1 and 6)

So the stack has three main uses:

 Structuring programs (call, ret, etc).

 Cheating returns (turning) a call into a jump, and vice versa) three), and the ix register actually holds those values. This is how it's laid out:

(ix+00) (ix+01) (ix+02) (ix+03) 800 &4f (ix+04) (ix+05) 200

This looks confusing at first, but if you peer closely enough, you can see what's going on. Let's say, for example, that we wanted to get that &4e7d into h1 for whatever reason. The Assembly listing to accomplish that would look something like this:

1d 1.(ix+00) ld h.(ix+01)

The ix register has been divided into pairs of numbers, each pair representing the 16-bit version of the parameter sent to the routine in the first place. The reason there are so many zeros further up the table is because numbers like &4f don't have their second byte filled because they're only 8-bit numbers. A few more points, then:

- Values are placed in the register low byte first.
- They're actually stacked backwards in comparison to the original CALL command. Let's try all this out with a simple listing:

org &4000 limit &4fff 1d a.(ix+0) call &bb5a

As you can see, I've kept the actual program's function incredibly simple, so as not to distract you from the actual operation of the ix register in this whole shebang. All the same, though, this is the use of the register – passing parameters from BASIC to Machine Code.

We don't just have to pass numbers, though what about variables?

That just passes the number that was in all to the program. What if you want the program to have some control over the variable? Here's a program that increments the contents of a variable by one:

org &4000 limit &4fff ld 1.(ix+0) ld h.(ix+1) inc (hl) ret And the BASIC bit:

10 a%=7 20 CALL &4000.0a%

30 PRINT a%

See? And, of course, we need to pass strings every now and again, so here goes, with a BASIC program, and the m/code program it's calling:

10 a\$="Well, that worked"

20 CALL &4000.@a\$ And the m/code:

> org \$4000 limit &4fff

ld 1.(ix+0) ld h, (ix+1) ld a,(hl) ld b,a ld e.(hl) inc hl 1d d.(h1) .loop :ld a.(de) call &bb5a inc de dinz loop

And that is pretty much all there is to the index registers! So onwards, James...

#### **Protection money**

As a point of interest, many early protection systems mess around slightly with stacks – not to confuse the computer however, just to throw you off the scent. For instance; when someone is trying to crack a protection system, they'll search though memory for an instruction like:

ip address

So until everybody caught on (it took the average guy around five seconds or so), this jump was replaced with something like:

ld hl,address jp (hl)

Which is a use of registers which we looked at

ld hl,address push hl

#### Did you spot it?

In case you were interested, the mystery command thrown in earlier was quite deliberate - I wanted you to have to work out what it was doing because that's a brilliant way to learn about something. The routine in question was

1.loop :ld a,(de) call &bb5a inc de dinz loop ret

ret

So what was it all about? Well, the command itself is d.jnz (which means dec and jp nz), which relates directly to the b register. If you were to stretch the whole thing out, you'd get:

> dec b jp nz,loop

So if you look at the program above, taking into account that on entry, the  ${\bf h}$  register holds the length in bytes of the string to be printed, what's going on is something like this 1 Place the contents of the memory address

pointed to by **de** into the accumulator. **2** Send the contents of the accumulator to the screen as ASCII.

3 Increase de, thereby pushing the memory address we're taking the ASCII character from along by one place.
4 Decrease b (the string length), and if it hasn't

reached zero (if the end of the string hasn't been reached)

iump back to line 1. If it has, continue.

5 Return out of the routine.

## So what next?

Jack Where do we go from here?

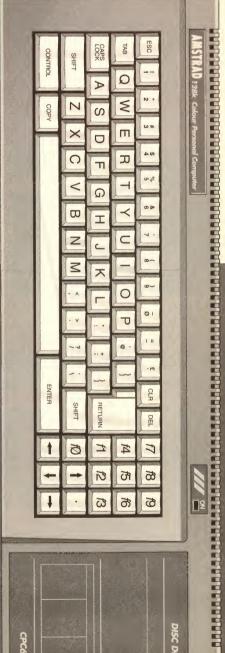
Oh. Jack darling, take me in vour arms so I may remember tonight forever.

But times must change, Jill, and we must be ready for next month's Assembly Line.

But Jack, dearest, will it ever be the same again?

No, oh light of my life, we're going on to more complex register operations.

Next month, get ready for logic operations, such as XOR, AND, OR, and register shifting. Till then, three dots will have to do...



the start of the lines, and

reference within my

explanation. Here we go, then:

hem in, as it's just for

definitely DO NOT type

Jet Set Willy The original, the best, the

Besides, it is the original.

# Encyclopaedia Amstradica

# Volume 2:

Volume Two: a guided tour of all things CPC from J to P. Simon Forrester and Dave Golder do their lexigraphical stuff.

CLASSIC GAME

one and only... Miner Willy! Yep, this is the Justification Most CPC word processors original of originals, the game of games, the metaphor of metaphors. This is probably the all the lines of text start and end in the same first real flick-screen platform adventure game. It involved the really badly-drawn Willy running around a badly-drawn house avoiding anaesthetic monsters and collecting up (unlike the text in AA, for example, which is only justified to the left, leaving the right-hand If you've never played this game: edges of paragraphs ragged). Complete ● You sad case - Jet Set Willy's so wonderfully naff, it's got to be worth a try. but it can also lead to problems, because the word processor will adjust the space between Congratulations – It really was dire, and deeply irritating at that. Simon

Joe Blade This game (or rather this series of games - there were three) is included here for its unique place in CPC history – if you wanted to test your Azimuth, this was the game to load, as it had the most fussy and error-prone

loading system

Unfortunately, while being incredibly good for Azimuth testing, it wasn't much good for much else as it hardly ever loaded. Oh – the game was completely nob. as well. Simon



Joypad The Plus and the GX400 each came with two joypads (which are Simon's favourite control devices when it comes to playing games). And yes, we said two. Not one like you get when you buy a SNES. Even the Street Fighter 2 SNES bundle only comes with one joypad, which is odd considering Street Fighter 2 is essentially a two-player game. Sorry, I just thought I'd have a whinge. Dave

**Jumpblock** The area of memory filled with three byte jump instructions to the lower CPC ROM, used by Machine Code programmers to carry out various activities or functions. Simon

automatically justify text. What this means is that place (except where you insert a Return), so that left- and right-hand edges of the text always line justification can make your text appear very tidy, words to keep the text justified which can look a lot weirder than ragged right edges. **Dave** 

Joystick You'll find some whingey old gamesplayers from way back when who still reckon that using keyboard controls is the best way to play games (especially the ones who played Thrust to death) but for the rest of us, the joystick (or joypad) is an essential item. Finding the joystick that suits you is extremely important. Simon reckons Amstrad joypads are the bees' knees while I like the Star Trek phaser-like lines of the Konix Navigator. The Bug is another recommended 'stick. Features to look out for include autofire buttons. which enable you to hold down Fire for continuous blasting, and a switchable eightway/four-way options. Some joysticks come with suckers on their bases; these rarely succeed in

**Keyword** A keyword is a command word in a language. BASIC has several, like PRINT, LET, CLS, etc. Simon

keeping the 'sticks stable on

your table. Dave

**Kilobyte** One kilobyte (KB) is roughly 1,000 bytes. I say roughly because the exact figure is 1024, to make maths easier for a computer that counts in base 2 and base 16 (see Hexadecimal and Binary last month). Simon

Kontrived This has been included to pad out the K section a bit. Dave

**CLASSIC GAME** 

Kick Off It's a football game. We're not sure whether it's any good or not, but we just wanted to bring up one question: do you remember all those games that had that bloke



(we think his name was Kevin Toms) on the front of every single one? This was because he wrote them. Why? Simon

**Label** A word or string of characters given to mark a line in an Assembly program, so that that line may be referred to by other commands. This is necessary as Assembly language does not support line numbers. **Simon** 

Languages Computers don't just have to run their normal language (BASIC) you know - there are loads of different ones to try. For instance, why not try Machine Code? What about C (but that's boring), LOGO (but that's rubbish) or COBOL (get a life)? Simon

Least Significant Bit The right-hand digit of a binary number, signifying either one or zero. See also Most Significant Bit (surprise, surprise). Simon

LIFO Last In. First Out is what this stands for. What it means is another matter altogether. It's all to do with programming and the way information is stored. I'd check out this issue's Assembly Line on page 14, if I were you (because that's where Simon's done all the hard work explaining it in-depth). Dave

CLASSIC GAME

**Laser Squad** possible exception of Stellar Outpost (reviewed this month), Laser Squad has to be about the only strategy game that normal people (just what are you implying here, Simon? - Dave) are likely to enjoy. The



controlling a troop of mass destruction nuts on a psycho head-case outing. What more needs to be said? We love it. Simon

longest-serving editor of AA who started his reign with issue 51 and wandered off in a confused and bewildered state in issue 89. Famous for his beard and biting wit, he hates

being asked if he's related to Bill Oddie. What's he up to now? Tune in next month for the answer to that one. And many more ones like that (he's says mysteriously and only just grammatically). Dave

Light Pen/Light Gun A light pen really is quite a simple device – it works in exactly the same way as a light gun. How's that, then,

> Simon? Well, when the button on a gun or pen is pressed, the CPC sends a little white beam down the screen. When the little sensor in the end of the pen picks up this white light, the CPC knows how far down the screen the pen is sitting. It then does the same from left to right, and works out where your pen is pointing. At least, that's the way it

would work on a rubbish light pen program. On more sophisticated bits and pieces like the light gun and a Plus, the sensor just picks up the position of the scanner beam on the monitor, therefore not needing any huge scan lines taking up valuable time, obscuring the rest of the screen and blinding the user when in dark rooms. Simon

#### **CLASSIC GAME**

People The weirdest game concept ever devised on a home computer. The basic idea was to look after a little pet LCP blokey. That was it! You had DEAR PRIEND control over various bits and pieces, but basically, you had this little compute person as a pet on your machine. Deeply, deeply arcane. Simon

**Listings** These are like personal challenges to some people - can they type in a whole listing correct first time? Listings of programs that readers can type in themselves have been a staple feature in computer magazines since the very first ZX80 fanzine, and they're still very popular. This is probably because the best way to learn is by example and that's why we've introduced the Workshop boxes in our Type-Ins section. It's all part of the service. Dave

Mandelbrot Benoit B Mandelbrot and a few of his mates developed fractal mathematics in the first half of this century. A fractal is a geometric figure that has broken dimensions – whatever they are – and is formed from a shape that repeats itself in an ever-decreasing pattern. determined by an on-going equation in which the

answers are fed back into the equation. A Mandelbrot is just one type of fractal; another is the Julia Set which is created using a different equation



but a Mandelbrot fractal.

which produces a completely different pattern. Look, they're pretty, swirly pictures produced by a computer, okay? Dave

Machine Code A language of numbers it's the one the CPC works in, and is directly related to binary, and the electronic configuration of the processor. You see, BASIC is just a Machine Code program running on your CPC. The Machine Code used on a CPC is Z80, because that is the processor type. Machine Code is written by taking an ASCII text file called a source file (containing your program) and converting it into raw Machine Code numbers using an Assembler. Simon

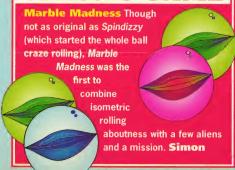
Map a) A detailed description of the way in which a computers memory is laid out, indicating jumpblocks (in the CPC's case), screen area,

b) Something magazines love placing in their games cheats sections for blatant space-filling purposes. Simon

**Memory** Memory is exactly that. It comes on RAM chips in your computer. Simon

**Microprocessor** The heart of the machine. The processor is the bit that actually does all of the maths, all of the work, and simply controls everything else inside the box. Simon





**MODEM** Modulator/demodulator was a bit of a mouthful for describing a device that allows computers to communicate over telephone lines, so someone had the bright idea of shortening the name to MODEM. Basically, a MODEM converts computer data into data that can be sent along telephone lines and vice versa. You also need Communications (comms) software to use a MODEM; the best for the CPC is probably HoneyTerm from Siren Software (see Amscene

Most Significant Bit The left-most bit of a binary byte, signifying 128 or zero. **Simon** 

Directory, page 7). Dave

Music For an 8-bit computer the Amstrad has some pretty impressive musical capabilities; you only need to listen to the in-game music in Prehistorik 2 to hear that. Other great games music on the CPC can be heard in Cybernoid 2. Head Over Heels and our covertage game this month, Stormlord. The CPC's sound is controlled by the AY chip which also, for some strange reason, controls the keyboard. Dave

Mouse The mouse is a little box which contains a ball that just pokes out underneath which you roll around your desktop to control an onscreen pointer. This makes it a very effective device when used with an art package, for example. with OCP Art Studio The two main uses for

A mouse is a must

a mouse on the CPC are OCP Art Studio, and the AMX range of software (covering art, DTP, filing, etc). The only mouse readily available for the CPC is the AMX Mouse, bundled with a software title for about £50. Simon

#### CLASSIC GAME

Nebulus Classic tow climbin', baddie smashin', platform jumpin', door enterin' game that should be on the covertape very soon.



Nicknames When the CPCs were launched, each version had a nickname:

- The CPC 464 was called Arnold, this being an anagram of Roland, the man who originally marketed the computer.
- The CPC 664 was known as IDIOT, an acronym for Insert Disk Instead Of Tape.
- The CPC 6128 was Big IDIOT. It was a bit
- bigger, you see The PCW was nicknamed Joyce after Alan

Sugar's secretary. Allegedly. Simon

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**Nibble** Four bits. Half a byte. Nibble. Byte. Great joke, eh? Dave



Object Code This is the file of m/code runable numbers produced by an Assembler when it's assembling source code (the text). Simon

**Oliver Twins Phillip and David** Oliver were probably at one time (about 10.37pm, May 20th. 1986. we reckon) the most



famous programmers in the UK. They worked for CodeMasters, and, along with their bosses, Richard and David Darling (aka, The Darlings), fostered the media myth that to be a games programmer you had to be a teenage genius sibling.

They were responsible for unleashing Dizzy on to the world and other crimes included Fruit Machine Simulator. To be fair, the first two Dizzy games were actually pretty good, but it's hard to forgive them for the Dizzy's that followed, even though they didn't write most of them.

It has to be admitted they're more renowned for quantity than quality, at one point averaging about a game a month. As Phillip once admitted in this very mag, "the more games we release, the more money we make." Other Oliver titles include Robin Hood, Ghost Hunters, 3D Starfighter, Race Against Time and Jet Bike Simulator, Dave

Op Codes Each number in memory has a use their fault. Simon in Z80, &3e, for example, means 'ld a.nn'. That makes &3e an opcode. Simon

#### **CLASSIC GAME**

OutRun Europa While film sequels traditionally deteriorate computer games sequels seem to get better. The OutRun series started pretty lamely with, would you believe, OutRun, progressed to the much better Turbo OutRun and culminated in the infinitely better OutRun Europa, a multivehicle chase across Europe. Not the best driving game ever, but the the best game we could think of beginning with O. Dave



#### CLASSIC GAME



Pang Classic ball-zapping fun. The basic concept has you standing at the bottom of the screen shooting at huge bouncing balls. It's true. No, really. Pang is also notable, though, because a certain hard-working, long-suffering staff writer has become so addicted to it, a certain editor has had to hide the cartridge in order to get any work out of said staff writer. Simon

Parallax Scrolling A graphical trick designed to give the impression of depth in which the foreground scrolls from one side of the screen to the other at a faster speed than the background. Dave

**PEEK** The BASIC function to examine a single byte of memory at a specified address. Simon

**Piracy** This is the name given to the practice of copying and distributing copyrighted software illegally. Many organisations say it's killing the computer scene, and they're right - if a pirate ever whinges about the CPC scene being dead, don't have any sympathy for them - it's partly

Pixel The smallest definable element on a screen. A dot, if you like. It's small - really small. Not quite as small as my pay packet, mind you, but getting there. Simon



the computer game sub-genre classification Platformicus Addictivitus.

Platform Games Hmmm. Tricky one this. When you know what a platform game is it's easy to spot one, but trying to define parameters is another matter. I tried asking Simon and he said

they were, "2D gravity games," Well, he would. Basically they're games in which the characters leap about between platforms. They invariably involve collecting things (most often fruit) while avoiding other things. The grandaddy of all platformers is Chuckie Egg, which basically set down the ground rules. AA's top five platformers, in no particular order, are:

- 1 Chuckie Egg
- 2 Bubble Bobble
- 3 Builderland
- 4 Prince Of Persia
- 5 Nodes of Yesod Dave

Plus The Plus range was a set of CPCs that had the guts of a GX4000 in the same box as the normal CPC, making them super CPCs if you like. as they were capable of running normal CPC software, but could accept carts as well. The equation below should explain matters. Simon



POKE Used in the same way as PEEK (almost), except this command actually alters the byte in a specified address of memory. Simon

Pop The Machine Code instruction to take a 16bit number from the stack, Simon

#### CLASSIC GAME

Power Tetris The concept of two-player Tetris is really quite imple; every time you get two lines completed simultaneously, the other player gets an extra line added to their column. If you manage to get three lines, the other player gets two extra, and so on. Simon

PROM Programmable Read Only Memory - it's an EPROM that you can only program once, as you can't erase it. Simon

Public Domain Non-copyrighted software, written by amateur programmers who release their programs for free for the good of humanity (and for a little bit of fame/notoriety). You can legally copy PD, so in effect you can get it for free. But most people get their PD from PD libraries, who will charge a minimal duplication/ distribution charge. Any form of software, from games to utilities, from tape to disk, can be PD if the author gives the okay. The European CPC scene is heavily into demos, which are programs that exist to show off the coders' skills in creating graphics and sound that stretch the CPC's capabilities

Push Just like pop, only this one puts a number on to the stack. Simon

to their limits. Dave

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Which computer(s), if any, do you own? ...

December 1993 AMSTRAD ACTION The 26-part Heidi series

# A matter of convention

When the UK's largest user group holds a convention everybody who's anybody on the CPC scene will be there. And you'll probably find Simon Forrester hanging around as well (if he wangles his name on the guest list through a friend of a friend).

outhampton seems to be becoming the unofficial CPC capital of Britain at the minute; most of our Reaction mail and phone enquiries come from the south coast's greyest town, as do most of the UAUG people. You can put it down either to some strange arcane force dragging our readers there, or CPC fans visiting from the continent, but for whatever reason, it seems the obvious place for a CPC convention. The UAUG obviously thought so because that's where they decided to hold their second annual shindig this October.

At 1pm, I arrived at the Eastpoint Centre, a community and convention centre about 15 minutes drive out of the City Centre. I could spend a lot of time telling you all about the UAUG, but we've already done that (order issue 93 from back issues, as they're worth knowing about). But as a sort of recap it's an organisation run by CPC fans for CPC fans, and comprises of technical helplines, two PD libraries, a fanzine, and a yearly convention. The idea behind these conventions is that they're a chance for likeminded CPC fans to swap programs, tips and information, and even buy the odd thing from one of the CPC scene bods who were also there.

One quick flight of stairs later, and I was slap bang in a room full of CPCs and people. After fielding various questions about just how late AA was last month (it wasn't our fault!), I started chatting to all the people there - I think we'll use this page to catch up on a few of them...

#### **Galactic Warfare** part deux

Paul Gardener was showing off his new improved version of the strategy game, Galactic Warfare. Never seen the old one? That's hardly surprising. Y'see if you look back to issue 97, find our review of the game, Galactic War...



**Paul Gardener** 

O BRISTOL

which put it in the 'worthy but flawed' category. Well, Paul took these criticisms to heart, bless him, and actually went away to spruce up the game (which was fundamentally sound, just a bit lacking in the presentation department).

I returned from Southampton, then, with an updated version, in which Paul has not only fixed the problems mentioned in the review, but has modified several other features. The resulting game is a lot more classy and enjoyable.

From what I've seen, then, Galactic Warfare now scores, ooh, let's ... (great one for suspense is our Simon - Dave) 78 per cent.

 Galactic Warfare can be ordered from P.J. Gardener, 2 Crofton Road, North End. Portsmouth PO2 ONT.

#### **UAUG Peeps**

What's the collective noun for UAUG organisers? Er, I know... Among the 'civilians' and Richards, you could occasionally pick out a UAUG blokey. A crafty shot with a camera when they all happened to be in a line looking in the right direction, and we have a teaspoon of UAUG organisers immorta in print. From their point of view, the event went swimmingly, and I have to agree that from where I was standing, it was a storming success. • The UAUG's address is in the Amscene Directory.



ing luck that they were all

#### **Quantum mechanics**

The newest indie CPC software group on the block, Quantum Computing, was represented at the convention by Richard Wilson. So what has he been up to since the break from STS (as reported in issue 97)?

Well, he's just finished ParaDOS, yet another addition to the ever-increasing range of high capacity disk operating systems. If you'd like to hear a little more about it, you'll find a review on page 54 of this issue.

Still in the development stages are ZACK (which was previewed last issue), and Amigo (a sort of HackIt-style thing). These should be along pretty soon now.

LONDON ()

demo coders were there with their latest masterpieces. Pictured below are Ben Fall, aka Sorcerer from Bitmap Vandals (responsible for the Ballmania demo), Rob Watson, who claims to be a nobody and Keith Brindley, aka Warrior from Underground. We got a glimpse of a few of the titles to their names, amongst which was the incredibly eye-catching Ballmania demo (we've got



#### Loopy Lou?

I'm sorry, but I just had to include this. If you remember in a few issues from 93 onwards, there's been the odd missive from AA's very own fruit loop, namely Loopy Lou. she really is quite, quite insane.





Richard Wilson of Quantum Computing.

On the 'tell me something new' front, Richard Wilson is now developing PCZ80, a Maxam-compatible Z80 assembler that'll run on a 286 PC. From the specs Richard gave me, it looks as if it should be the answer to many a coder's prayers!

#### Wildey at heart

The man with a thousand sales pitches, Richard Wildey of Sentinel, was also present, armed with more arguments about the merits of Zap'T'Balls, and copies of all his titles to sell. There's not much new in the pipeline at the mo', apart from

#### standing in a line looking the same way. vet more tutorials; he's currently seeking writers for the next set, so if you're interested, please get in touch with: Sentinel Software, 41 Enmore

#### A clutch of coders

Gardens, East Sheen, London SW14 8RF.

Don't think the convention was just full of UAUG bods and people called Richard, though – a few a grab but it seems a shame to stick it on a black and white page so check out page 58).



L to R: Ben Fall, Rob Watson, Keith Brindley

# Technical Forum

Life isn't easy. It's a hard, harsh, unforgiving world out there. But Richard Fairhurst can lift a little bit of the burden of everyday living from your weary shoulders by answering your technical CPC queries. What a hero that man is.

#### **Blockhead**

Dear Technical Forum. 1 How do you load/save BASIC programs in

Machine Code? 2 When I look at the directory tracks of a

disk, I notice that for each file there are 32 bytes. The first 16 bytes are used to hold the user number and filename, and the last 16 bytes contain a bunch of numbers. Do they relate to the sector and track where the file is held? If so, how?

3 Do you know if the Panasonic KX-P1180 printer supports Stop Press, Protext and **Advanced Art Studio?** 

4 If I were to buy a printer here in Canada that was compatible with my CPC6128, would it work on my Amstrad, given the voltage difference? (It is 110V over here.) 5 How do you turn on the upper, lower and disk ROMs?

6 Why don't you do a feature on firmware calls for Machine Code? Adrian Lybaek, Canada

1 First of all, load the file into memory at &170 using CAS IN DIRECT. Then, working from the file length returned by CAS IN OPEN, you need to set up the BASIC variables: remember to add &170 to the length. POKE this value into the words at (on the 464) & AE83, & AE85, & AE87 and &AE89: on BASIC 1.1 machines, try &AE66, &AE68, &AE6A and &AE6C. Saving BASIC programs is easy enough if you know the length, which you can find from the first one of these variables; remember to use the right filetype (0 for BASIC programs).

**2** You're right in that they relate to where the file is held on the disk. In fact, they describe on which 'blocks' the file is located. On a standard Data or CP/M disk, each block is 1K (this is why file sizes are described in 1K units, rather than 0.5K or anything else), ie, two sectors numbered sequentially from the directory sectors themselves. If you're using a large-capacity (eg, ROMDOS, S-DOS) format, the blocks are likely to be larger: for example, ROMDOS D20 format has 2K blocks.

**3** Should do. Before you buy a printer, check that it is fully 9-pin Epson-compatible: try to get a written undertaking from the shop that it is. If it doesn't work because it's not compatible, don't come crying to us.

4 The 110V power supply makes no difference to the printer signals; the printer port works on a 5V basis. So, yes, it will work on your CPC.

5 To turn on the lower ROM, CALL &B906; to disable it. CALL &B909. 'The upper ROM' is a misleading term, because BASIC is just one of many 'upper ROMs' – AMSDOS, Maxam, Rodos and so on are others. BASIC is almost invariably in slot 0, and AMSDOS (the disk ROM) in slot 7. To select an upper ROM. load C with the slot number. and CALL &B90F; you can then CALL &B900 to enable this ROM, and CALL &B903 to disable.

**6** Firmware calls are an essential part of programming the CPC in Machine Code, so Simon's covering them as a matter of course in his Assembly Line series. If you can't wait until he gets on to a specific topic, by all means write to Techy Forum and ask away. Richard

#### **Wrong connection**

Dear Techy Forum,

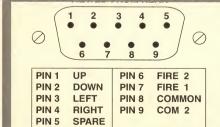
I have just bought a dk'Tronics 64K memory expansion unit, and Advanced Art Studio with a dk'Tronics mouse interface. I also have a

## Go on, give it some stick

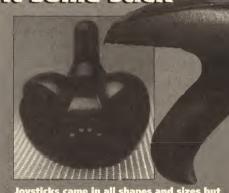
Dear Techy Forum,

I am currently working on my GCSE Technology project to design and produce an electronic device that will enable the user to control applications loaded on to the computer via the joystick port. It will work in a similar way to a joystick but as I don't know all that much about how joysticks work I thought I'd ask you a few questions. 1 I opened up a joystick and found in it a mass of wires, resistors and micro-switches. What do all these bits actually do?

2 Do you have to use micro-switches or will any type of switch do (eg, pressure pads)? 3 How do you connect the wires to the joystick port and what does each pin do?



It's a totally different kind of pin art



Joysticks came in all shapes and sizes but they all work in basically the same way.

4 How does the computer understand the input coming from the joystick?

I would be extremely grateful if you could answer my questions, as you seem like the only person who might be able to help me complete my project, otherwise it'll be back to the drawing board for me. Brian Meenagh, County Tyrone

1 Now that's a general question if ever I heard one. Actually, a joystick is an extremely simple circuit indeed. The computer supplies a voltage to the joystick on the 'Common' pin. This voltage is routed through all the switches - one

for up, one for down, one for each fire button, etc - in parallel, and the resulting current from each switch directed to the appropriate pin on the connector. 2 Any switch will do – as long as you wire it up correctly.

accompanying diagram which our Art Ed, Andy O, whipped up for your delight and delectation in a frenzy of technical drawing passion (it just comes over him sometimes).

3 Check out the handy

4 The joystick is connected to the keyboard matrix, just like any other key. The keyboard (and, hence, joystick) is processed using the AY-3-8912 sound chip, which in turn is controlled by the PPI 8255 peripheral controller.

What all this means in plain English is that you can read the results of the signal coming in at the joystick port by using functions which operate in a similar way to the keyboard ones. You can use INKEY and INKEY\$ just as you would for the keyboard: check the keyboard diagram in the back of the CPC's user guide. Alternatively, there is a function JOY(n), where n is the joystick being scanned (0 or 1 – to use two joysticks requires a bit of extra circuitry), which returns a different value for each combination of joystick movements.

Good luck with your project. Richard

DDI-1 disk drive which works well with my CPC 464. However, since plugging in the expansion unit and mouse interface unit, the 464 no longer senses the disk drive being attached, and when loading from disk tells me to 'Press PLAY then any key'. I have tried IDISC but with no success, so I am reduced to unplugging the two interface units and plugging in the disk drive on its own. As you can see (er, not really - Richard) I am using the Mini Office 2 disk version wordprocessor to type this letter to you. GC Charge, Huntingdon

If something like this happens, it's virtually a certainty that you've got expansion connector problems: basically, a faulty connection between the edge-connector on one unit and the connector on another is preventing the information from getting through. The dk'Tronics units, in particular, are notorious for causing problems when attached to the back of machines: instead of the usual method of making sure that the connectors are the right size and no bigger, they use an awkward 'polarising key' (a small piece of plastic which fits into a slot on most edge connectors).

What can you do about it? One method I find frequently helps is to plug all the units in together. but don't push the connectors fully on to each other. If that's no good, you'll need to clean the edge connectors. The safest method is to use a hard ink rubber on each unit, including your 464; if you can find a model railway shop nearby, a Peco track rubber is designed for very similar purposes and will act admirably. Richard



La-la-laah, luh-luh-luh-laah, laa-laa-laah, luhla-la-laaah... ah, any excuse for a Banana Splits pic, no matter how tenuous the link..

#### The splits

Dear Techy Forum.

I have a 6128 computer with a colour monitor. Could you tell me how I could get two joysticks to plug into the computer, as there is only one socket? Also, the children have damaged one of the master disks. Where can I get another one? Harper Dickson, County Down

To plug two joysticks in, you need a joystick splitter. This should only cost you a few pounds, and is available from mail order suppliers such as OJ Software. If you really need a master disk (it's only got CP/M on, so there's no great loss), try WAVE – a while ago they were even selling them off as blank disks. Richard

#### DuMPed

Knowing that the CPC is a great machine and is capable of a good deal more than just gameplay, I purchased a copy of Protext, only to find that my DMP-1 printer would not work in any of the other fonts. I know there is a facility in Protext to alter the printer codes to allow me to use this package. Now we come to the problem: I no longer have a copy of the printer manual which gives the codes. Contact has been made with the Amstrad User Helpline, only to find that the manual is no longer in print and my printer is obsolete.

G Steel, Barnsley

A guick history lesson for those of you who've never heard of this beast: before the well-known and successful DMP-2000 and 3000 series. Amstrad brought out a printer called the DMP-1. Unlike the 2000, this was Epson-incompatible, which leads to all these problems.

It's not the first letter we've received on this subject. So here's a plea; if anyone out there has a DMP-1 manual to lend Techy Forum for a couple of days, please send it to the usual address (it'll be returned, naturally). In this way, not only can we help Mr Steel and others in the same predicament, but hopefully enable future versions of software to support Amstrad's first printer: as soon as a copy's received, I promise to have a go at persuading my very own PowerPage to support the DMP-1 as a few people have requested. Deal? Richard

10 DIM x(16),y(16); CLS 20 FOR n=0 TO 15: | INKS,n,n:NEXT

30 FOR n=0 to 11: READ x(n),y(n): |SPRZO

40 | SPRXY,n,x(n),y(n): | SPRON,n: NEXT

50 DATA 2,30,60,30,0,14,64,14,6,1,70,5,1

games if you switch the cartridges quickly enough

sprites are copyrighted!

for some reason, don't despair: your artwork isn't

MEMORY &3FFF: OUT &7F00,&C5: SAUE"filena me",b,&4000,&4000: OUT &7F00,&C0 Secondly, HIMEM is stored at &AESE (low byte first, high byte second, of course). Instead of using LD A,0, use XOR A; it saves three T-states. Use ADD A instead of SLA A; it's twice as quick and the only difference is the effect on the flags. Also, use CPL Adrian Lybaek, Canada

**Symbolicity** 

Could you help?

4 2 and finally 1

I want to use the SYMBOL command to

games, but I cannot understand the

Cameron Barr, West Lothian

create characters to use in my computer

explanation given in my Amstrad manual.

Okay, First of all, draw a square grid on a piece

of paper, eight columns high and eight columns

wide. Now write 128 over the top of the first

column, 64 over the next, then 32, then 16, 8,

Design your character in this by filling in

you need to work out a value for each row. You

calculate it by adding together the values of all

the filled-in boxes in that row. Sounds

boxes on the grid. When you've finished this,

What do the Assembly language instructions RRD, RLD and DAA do? I imagine that the first two are 'rotate' instructions, but I don't know

They are, in fact, rather cunning number-handling instructions. Say you're writing a game which has the player's energy level varying between 0 and 99; you can store the value straight into a byte somewhere, but when it comes to printing the number out, you have to do a 'divide by 10'

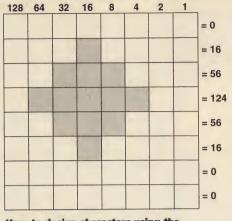
The HIMEM address is only valid for 664s, 6128s and Pluses; use &AE7B on 464s. Thanks for the AAS tip (just in case anybody missed it in our 'Easy Street' feature last issue). **Richard** 

Chances are that a lot of people preparing on-disk documentation will be using Protext to create the text files. Usually, you have the hassle of saving in ASCII format, which strips out all the formatting, justification spaces and other frills you've put in. However, you can avoid all this hassle in Machine

When opened, you'll notice that the file's not a standard ASCII file (filetype &16). Don't worry about this (for various safety reasons, Protext likes to give its files non-standard filetypes this doesn't really do much good, however, as BASIC can still read them in perfectly well), but simply read in characters one-by-one as per usual using &BC80. If carry is set on return, then it's the end of the file.

Otherwise, you need to call a short conversion subroutine. If A contains &8A, change that to 32; if it contains &90, then change it to 10. You may also want to put a short routine in to ignore the whole line (terminating with character 10) if it begins with a '>', for an embedded command. Then just print the (perhaps converted) character.

This won't cope with tabs or printer codes, but you shouldn't find this too much of a bind. It certainly removes the annoyance of justification produced 'soft' spaces being converted into proper ones next time you edit the file.



How to design characters using the SYMBOL command (and we don't want any psychological analyses of the shape we've chosen, thank you very much).

process to get the first digit, and then print the

This is where these instructions come in.

They perform a system known as 'binary coded

simple; it just means that if a byte contains the

All well and good, but what can you do with

this system? Well, DAA is a 'fix' after addition and

subtraction to make sure the value stays in

is &8B - not very useful, because we want

78+13, 91. So, immediately after the ADD,

binary coded decimal, or BCD for short. If we

take the &78 (78 in BCD) from above, and add

&13 (13 in BCD) using ADD &13, the usual result

perform a DAA. This will make sure, very cleverly,

Two instructions left. If A contains our friend

&78, and HL points to a byte containing &36, then

higher nibble has been put into its lower nibble,

the original value of which has been put into A's

lower nibble, and the original value of that has

been placed into HL's higher nibble, completing

A is unused. RLD just goes the other way.

Adjust. Catchy names, huh? Richard

the triangle. As you can see, the higher nibble of

And the abbreviations? Rotate Left Decimal,

Rotate Right Decimal and Decimal Accumulator

I have a CPC 6128 and I have just purchased

(AA91). When I print out, unless the line goes

fully from the left margin to the right margin,

it centres the line. It shows fully justified on

happening is to put a full stop on the right

can help me as Tasword is a good word-

margin, which does not look right. I hope you

processor. I enclose an SAE for your answer.

PS By the way, the word-processor on Mini

a Panasonic KX-P1123 printer. I am having

trouble printing out using the Tasword

the screen. The only way to stop this

RE Deakins, Cleethorpes

Office 2 works okay.

word-processor I got with your magazine

try an RRD. It changes A to &76 and HL to &83; HL's

decimal', which stores each digit in a nibble

(four bits) of the byte. This is surprisingly

hexadecimal number &78, in binary coded

remainder. Not fun, and not quick.

decimal, it contains 78 decimal,

that the answer is &91.

Dear Techy Forum,

complicated? Not really, check out the accompanying diagram. You should end up with eight numbers, one for each row.

You can now decide which 'character' you are going to set to this design. Usually you can set characters between 240 and 255, but if (for example) you type SYMBOL AFTER 224 first, you can set characters between 224 and 255. This also resets these characters to their standard designs, but don't worry, you only need to do it once (to print a character, just use PRINT CHR\$(227); for character 227, and so on.)

Let's say you've decided on character 229. To set that character, make sure that you've entered SYMBOL AFTER 229 (at the start of the program). Now type SYMBOL 229, followed by each number. Separate the numbers with commas. Bingo: your own design is ready to use! Richard

For the umpteenth time – no SAEs. AA is a magazine, not a charity. None of us have the time to reply personally to everyone who writes in. Save yourself a few pennies.

It sounds like your printer is trying to be a bit too clever. If a line is justified, it will always be the same number of columns as another line. typically 80. This means that when centred, it will appear in the same place (horizontally) on the page as another line, because they're both the same width.

The last line of a paragraph, though, is never justified: this makes it a different length, so it centres to a different place. The problem isn't Tasword, it's that your printer has got its Centre setting on. You may be able to fiddle around with the small DIP switches to reverse this setting, or you may need to send a command to the printer in the form PRINT#8 codes to achieve this. Read your printer manual for details.

One point is left: why doesn't Mini Office 2 have this problem? The short answer is that Mini Office 2's word-processor is a load of rubbish, but that's not very helpful. In fact, Mini Office stores all lines as the same length: even if a line finishes halfway along the page, it fills up the remaining characters with spaces, so centring has no visible effect. Tasword, on the other hand, can cope with lines of varying length hence your problem. Richard

#### De doo da DAA Dear Techy Forum.

how they work, and the third has me stumped completely. Any clues? Ted Hull, Chipping Ongar

#### **Protext for pros**

Code by directly reading the Protext file.

#### In a bit of a fix? **Printer problems #836**



Don't get hot under the collar - no matter how bad things get Technical Forum can help you out of any jam. So send your CPC queries to: Technical Forum.

Amstrad Action, 30 Monmouth Street. Bath, Avon, BA1 2BW.

## Screen Designer program to disk from

Dear Techy Forum,

the AA96 covertape. Load up JL-COPY from covertape 22. Select option 1: filecopy. Set the input to tape and the output to disk, and press ENTER to copy. You are now prompted for a source filename: type SCRD and press ENTER. Leave the destination filename the same if you wish and press ENTER.

Screen design

I have found a way of transferring the

You will now see 'Press PLAY then any key'. Rewind tape 30 to the beginning of the Screen Designer program, play the tape, and press a key. When the program has been loaded, insert the disk which you want the Screen Designer program to be saved on to, and press a key. Hey presto, Screen Designer on disk. Jonathan Brumhead, Stockport

Pretty detailed instructions there. Thanks. Richard

#### Ripper!

Dear Techy Forum,

Here is a Top Tip especially for Plus owners. If you have a CPC Plus and Logon System's wonderful PD program B-ASIC, then it is very easy to extract the hardware sprites from Burnin' Rubber if you know how. First reset the computer, and press f2 to enter Burnin' Rubber. Don't press anything, simply wait five seconds and then hold down CTRL, SHIFT and

# ESC. Then press f1 to enter normal BASIC, and type

the following with your B-ASIC disk in the drive:

64k owners: MEMORY &9CFF: LOAD"LOGON BAS.COD": CALL &9D00

128k owners: OUT &7F00,&C1: LOAD"COD", &C000: CALL &C2B5

This loads B-ASIC. Now type in the following short program to display the sprites:



TIP OF THE MONTH: It had to happen. We've tried to deny its claim to this title too long now. But finally, the Matterhorn receives the accolade it was always destined to have.

### OM, n, 3, 1

16.29,179.29,115,13,179,13,121,0,184,4

You'll need to muck around with the inks to get the appropriate colours. You can also reset during a game, but you will have to figure out where to put the sections to build up the car sprite. It may be possible to do the same with other cartridge before the memory is lost. Remember that the

Nifty stuff. By the way, the instructions for loading don't necessarily apply to all versions of B-ASIC; check the program's documentation! Richard

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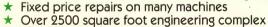
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AA

# Type-Ins

And unto the Hairy One they went and they did day, "Oh Simon, give us something to type in!" And lo, he did.

#### As vet untitled...

First up this month we have quite a novel little program that has absolutely no practical use at all; it is just a greaty little demo that's intriguing and incredibly good fun to watch:



You can sit for absolutely ages just staring at all the little grains of sand moving about.

DAPI 10 - MEMORY - 19999

CBFC 20 FOR a = 0 TO 15 READ c: INK a.c: NEXT: DAT A.0,25,2,5,7,11,15,14,12,3,8,9,10,17,23,

LAJH 30.BORDER.0:INK.0,0:INK.1,25:PAPER.0:PEN

OALE 40 PRINT . -- The (I can't think of a nam e) · Demo · -- "

CACR SO PRINT

PAGC 60 PRINT . "Public Domian by Mark Stewart. 1992/1993.

CAER 70 PRINT

EEBA 80 PRINT . "While this program has been re leased · · · into · the · public · domian, · you · ma y·NOT····include·any·of·the·code·in·you r.own.(or.anyone.elses).program.without. prior · · · · written · permission · from · me."

PALA 90 PRINT : PRINT : "Please do not alter thi s.code!"

CAOD 100 · PRINT

DEMM 110 PRINT . "The machine code used in this ·demo'·may·soon·be·used·to·create·a·game ... However · I · was · never · the · worlds · most · i maginative person; so any ideas for it w

## Line 20

There are quite a few programs sent in by people who've set up the inks they plan to use with 16 INK commands. This is pointless, when you can read the ink values off as data. It's really quite simple.

If you look at the line, you can see a FOR/NEXT loop running through the pen values from 0 to 15. Next, the READ command reads an ink value from the DATA statement and places it in c. The loop is completed after the command INK a,c has been executed.

As far as the relative merits of using this method are concerned, it doesn't really make an atom of difference, but you might find it easier to change the ink values this way.

ould be ... very gratefully recived."

COOK 120 PRINT

IAOF 130 PRINT . "Mark . Stewart . 1993."

CANO 140 - GOSUB - 350 CALC 150 MODE · 0

BANO 160 - PEN - 3

DADC 170 · LOCATE · 1, 6

DAGN 180 . FOR . a=1 . TO . 40

EANI 190 . PRINT . CHR\$ (207): BABP 200 · NEXT

CAAE 210 PRINT

DAOM 220 FOR a=1 TO 10

IAEC 230 PRINT CHR\$(214); CHR\$(215); :NEXT

DAAN 240 · FOR · a = 1 · TO · 10

GANK 250 PRINT CHR\$ (215); CHR\$ (214);

RAHP 260 NEXT

GAGD 270 MOUE . 0.257 : DRAWR . 640 . 0.0

OABO 280 PLOT 635,258,0:MOVE 0,0:DRAWR 0,400, 6:MOUE - 638,0:DRAWR - 0,400,6

CAJG 290 don=0

FAID 300 AFTER 900 GOSUB 730

ECOK 310 · IF · don(255 · THEN · b=49152+RND\*(80) : LET ·ad=25000+(don\*4):POKE ·ad, (b-256\*INT · (b/

### **Line 510**

simple little breed of routines that we'll be looking into in more depth next month. But for now, try and work out what this one's doing, reading a continuous string of about 10 bytes or so, and then splitting them up. You can find the actual routine at lines 350 to 490, so it might be a good idea to try and follow the process command by command – good luck!

256)):POKE ad+1.INT (b/256):POKE ad+2,25 5:don=don+1:POKE:24999.don

CADO 320 · CALL · 20000

CADK 330 - GOTO - 310

BANP 340 STOP

CAMK 350 - ad = 20000

DAEN 360 · FOR · a=0 · TO · 21

CAOH 370 tot=0

CANH 380 · READ · b\$

DAOK 390 · FOR · b=0 · TO · 9

FACE 400 · c\$=MID\$(b\$,(b\*2)+1,2)

DAFM 410 · c=VAL · ("&"+c\$)

DAJF 420 . POKE . ad, c

EAAD 430 · tot=tot+c

CALN 440 · ad=ad+1

CAKH 450 · NEXT · b

DAKE 460 · READ · che\$

FAAA 470 ch=VAL ("&"+che\$) CBIB 480 · IF · tot()ch · THEN · PRINT · "Error · in · data

; · line: "; (a\*10)+510: STOP

CANH 490 · NEXT · a

CAFJ 500 · RETURN

HAIG 510 DATA DD21A861DD46FFDD6E00,574

HAMD 520.DATA.DD6601DD5602CB42C261,4A9 HALF 530 DATA 4EC3434EDD23DD23DD23,4A2

HAGH 540 DATA DD2310E5C9E5CD26BC7E.5D0

HADC 560 DATA 7500DD7401DD360200E1.3BD

HAAK 570 DATA CBBEC3384EE5CD26BC7E, 5E4

HAPL 580 DATA F6AAFEAAC29A4ECBF6DD,790 HACF 590 · DATA · 7500DD7401DD3602FFE1,4BC HAMH 600 DATA CBB6C3384E237EF6AAFE,609

HAIJ 550 DATA F655FE55C2B54ECBFEDD.709

HAFJ 610 DATA AACZEB4ECBF6DD7500DD.695 HAOG 620 DATA 7401DD3602FFE1CBBEC3.5B6

HAJE 630 DATA 384E237EF655FE55C2D0.557 HAPH 640 DATA 4ECBFEDD 7500DD 7401DD 598

HAGD 650 DATA 360200E1CBB6C3384E2B,40E HADI GGG. DATA . ZEFGAAFFAAC27F4ECBF6 . 716

HAIF 670 DATA DD 7500DD 7401DD 3602FF, 4B8

HADI 680 DATA E1CBBEC3384E2B7EF655,5A7 HAHK 690 DATA FESSCREF4ECBFEDD7500.66D

HAHE 700 DATA DD7401DD360200E1CBB6,4C9 HAOE 710 DATA C3384EE1C3384EE1C338,54F

GABH 720 DATA 4E00000000000000000000,4E NAFA 730 MOVE 0, 241: DRAWR 640, 0, 0: AFTER 400 G OSUB · 740 : RETURN

NBIO 740 MOVE 0, 241: DRAW 320, 3, 9: MOVER 0, -2:D RAW . 0.239.9: MOVE . 320.3: DRAW . 640.241,9: MO UE · 320, 1: DRAW · 640, 239, 9: AFTER · 800 · GOSUB ·

NBFP 750 MOVE 300.0: DRAWR 100.0.0: MOVE 300.2: DRAWR 100,0,0:MOVE 300,4:DRAWR 100,0,0:M OUE - 300, 6: DRAWR - 100, 0, 0: AFTER - 350 - GOSUB -760: RETURN

NBFJ 760 MOVE 0, 241: DRAW 320, 3, 0: MOVER 0, -2: D RAW . 0 . 239 . 0 : MOVE . 320 . 3 : DRAW . 640 , 241 . 0 : MO UE . 320 . 1 : DRAW . 640 . 239 . 0 : AFTER . 50 . GOSUB . 7 70:RETURN

GBLL 770 PEN 3: LOCATE 15, 16: FOR a=1 TO 3: PRIN T.CHR\$.(212);CHR\$.(213);:NEXT:AFTER.75.G OSHB. 780 : RETHRN

MAEG 780 PEN · 11:LOCATE · 15,17:PRINT · CHR\$ · (215) ;"....";CHR\$.(214)

ERKG 790 PEN : 12: LOCATE : 15.18: PRINT : CHR\$ : (213) ;CHR\$ · (215):LOCATE · 19,18:PRINT · CHR\$ (214)

JBFG 800 PEN 13: LOCATE 16, 19: PRINT CHR\$ (143) ;"..";CHR\$.(143):LOCATE.16,20:PRINT.CHR\$ (213);CHR\$(143);CHR\$(143);CHR\$(212)

FAND 810 AFTER 250 GOSUB 830

CAKI 820 RETURN

DBEE 830 · LOCATE · 15 . 16 : PRINT · " · · · · · " ; : MOUE · 63 8,0:DRAWR .0,400,6:AFTER .150 .GOSUB .840:RE

CBHE 840 PEN 9: LOCATE 17, 20: PRINT CHR\$ (207); CHR\$ (207); : AFTER 100 GOSUB 850 : RETURN

KCBN 850 PEN 4:LOCATE 16,22:PRINT CHR\$ (143): ".."; CHR\$.(143): LOCATE.16,23: PRINT. CHR\$. (143):"..":CHR\$.(143):LOCATE.16,24:PRINT ·CHR\$ · (143); CHR\$ · (143); CHR\$ · (143); CHR\$ · ( 143);:AFTER-150-GOSUB-860:RETURN

NAAB 860 LOCATE . 17,24 : PRINT . " . . "; : AFTER . 230 . G OSUB - 870 : RETURN

IAME 870 · CLS: AFTER · 50 · GOSUB · 880: RETURN

DANA 880 - MOVE - 50,50

JAJE 890 DRAWR 100, 100: MOVER 3,0: DRAWR 100, 10

DCDN 900 · MOVE · 54,50: DRAWR · 100,100: MOVER · 3,0: D RAWR . 100 . 100 : MOVE . 250 , 50 : DRAWR . - 100 , 100 : MOVER - 3,0: DRAWR - 100, 100: MOVE - 245, 50: DR AWR -- 100, 100: MOVER -- 2,0: DRAWR -- 100, 100

FADN 910 - MOUE - 50 . 50 : DRAWR - 204 . 0 FAOD 920 AFTER 400 GOSUB 940

CAMJ 930 · RETURN

IAOH 940 MOVE · 150, 145 : DRAWR · 0, 20, 0 : RETURN



I myself lost several days to a few grains of computer generated sand - bizarre!

#### Areas

This one comes courtesy of David Simpson of Yorkshire (Ilkley Moor by tat – Dave), and will calculate areas of just about every shape you're likely to come across this side of A-level maths. It also copes with loads of different measurement units (I'm not sure on this, but wouldn't that work anyway?). As if this wasn't enough, there's also a built in conversion table, so get typing!

BBJK 10 REM do not change this program in any way please

HALA 20 'Areas by D. Simpson

NAMI 30 'Copyright (c) Simpson's Software (19

BALP 40 · MODE · 2

BAHG 50 · CLS

### **Lines 60-80**

If you're wondering why I've highlighted these lines, the answer is simple; these commands demonstrate how both . LOCATE and PRINT commands can be used only to apply to a specific window, by way of placing the window number, preceded by a hash (#), at the front of the parameter set. This means that, in line 70, the LOCATE command is referring specifically to window #2, as opposed to the normal screen.

GAIC 60 PRINT +#2, CHR\$(22); CHR\$(1) IADE 70 LOCATE . #2,38,4:PRINT . #2, "Areas" IADD 80 · LOCATE · #2,38,4 : PRINT · #2,"\_ LABE 90 LOCATE 34,6:PRINT . "by David Simpson"

IAEL 100 · LOCATE · 30 . 10 : PRINT · "1 . · · Square" IAIJ 110 LOCATE 30,11:PRINT 2. Circle

OAFD 120.LOCATE.30,12:PRINT."3...Right-angled ·Triangle" LAPI 130 LOCATE 30,13:PRINT 4. Parallelogra

HAOM 140 · LOCATE · 30 , 14 : PRINT · "5 . · · Cube"

IAIK 150 LOCATE . 30, 15: PRINT . "6. . . Cuboid" IAML 160 LOCATE 30, 16: PRINT 7. · · Sphere" JACJ 170 LOCATE . 30, 17: PRINT . "8. . . Cylinder"

NAMB 180 LOCATE 30,18:PRINT 9. Conversion t ables" CBDG 190 · LOCATE · 25, 24: PRINT · "Enter · number · at · begining of option"

GAKD 200 · A\$=INKEY\$: A\$=UPPER\$(A\$)

IAKD 210 · A\$="":WHILE · A\$="": A\$=INKEY\$:WEND EAOH 220 · IF · A\$ = "1" · THEN · 320

EAFI 230 · IF · A\$ = "2" · THEN · 460

EAEI 240 · IF · A\$ = "3" · THEN · 700 EAAJ 250 · IF · A\$ = "4" · THEN · 890

EAHL 260 · IF · A\$ = "5" · THEN · 1050 EAIL 270 · IF · A\$ = "6" · THEN · 1220

EAML 280 · IF · A\$ = "7" · THEN · 1420

EACM 290 · IF · A\$ = "8" · THEN · 1640 EALL 300 · IF · A\$ = "9" · THEN · 1910

EAGJ 310 · IF · A\$ · <> · " · THEN · 10 BAHJ 320 · CLS

> **Lines 200-220** Here's another technique that might be

new to a few of you – keypress reading. First of all, you can see a standard INKEY\$ command, but with the addition of 'a\$=UPPER\$(a\$)', the key pressed will be converted into upper case, so that lines like 220 only have to check for a capital letter (were it a letter as opposed to a number) as opposed to a letter in both upper and lower case.

CANC 330 · MODE · 2 IAMO 340 LOCATE · 1 . 2 : PRINT · "Equation · =" NAFA 350 LOCATE 1,4:PRINT . " . Area . - . length . x . h MAHP 360 LOCATE 1,6:PRINT · Perimeter · · · 4 · x · l

DBEJ 370 PLOT 250.250 DRAW 350.250 DRAW 350.3 50:DRAW-250,350:DRAW-250,250:MOVE-300,30

PAJL 380 · LOCATE · 1, 14: INPUT · "Enter · the · length · of ·a·side·-·", a CBCB 390 LOCATE 1,16: INPUT . "Enter . the . units . o

fimeasurement . - . " . hi DAKN 400 · c=a\*a:d=4\*a

FAEP 410 · SYMBOL · 252.24.36.8.16.60 KALP 420 · LOCATE · 1 . 19 : PRINT · "Perimeter · = · " , d ; b

LAGI 430 · LOCATE · 1,21:PRINT · "Area · · · · · = · ",c;b \$:CHR\$(252) MAHG 440 LOCATE 25,24 : PRINT . "Press a key for

HAPF 450 · IF · INKEY\$="" · THEN · 450 · ELSE · 10 BAMJ 460 · CLS

CACD 470 - MODE - 2

enath"

DAGP 480 · ORIGIN · 300 , 300 BANI 490 DEG

CANM SAR MOUE A . SA FAEO 510 FOR a=0 TO 360 STEP 10

GACI 520 DRAW 50\*SIN(a),50\*COS(a) BAHP 530 NEXT

EAGE 540 . MOVE . 0 , 0 : FILL . 1 HAPN 550 SYMBOL 254,0,0,128,126,109,108,108

FAKP 560 - SYMBOL - 252, 24, 36, 8, 16, 60

JAEF 570 · LOCATE · 1,2:PRINT · "Equations · - " MAGJ 580 LOCATE 1,4:PRINT - Area -- "; CHR\$(254 ):"r":CHR\$(252)

OAKB 590 LOCATE 1,6:PRINT "Perimeter -- ";CHR \$(254); "d····or·" KAIF 600 LOCATE 1,7:PRINT .....2";C

HR\$(254):"r" JAHB 610 LOCATE 1, 10: PRINT . "Take Pi as - "

FAPM 620 · LOCATE · 1, 11: PRINT · PI MACI 630 LOCATE 1, 14: INPUT . "Enter . the . radius .

CBAB 640 LOCATE 1,16: INPUT . "Enter . the . units . o f.measurement.-.".b\$

FAFG 650 · c=PI\*a\*a:d=2\*PI\*a LABA 660 LOCATE · 1,19:PRINT · "Perimeter · = · ",d;b LAMI 670 LOCATE 1,21:PRINT - Area - - - - - ,c;b

\$:CHR\$(252) MANG 680 LOCATE 25,24:PRINT Pressakey for

MENH" HALG 690 · IF · INKEY\$="" · THEN · 690 · ELSE · 10

BAJJ 700 · CLS

CAPC 710 MODE 2 ABML 720 PLOT 250, 250: DRAW 450, 250: DRAW 450, 4 00:DRAW-250.250:MOVE-260.255:FILL-1

JACF 730 . LOCATE . 1, 2: PRINT . "Equations . - "

GANF 740 PRINT +#2, CHR\$(22); CHR\$(1) OALA 750 LOCATE + #2,1,4:PRINT + #2," - Area - - · leng thex height"

NAKO 760 LOCATE + #2,1,4: PRINT + #2, " · Area · - · \_\_\_\_\_

IAFC 770.LOCATE.1,5:PRINT..... ABIG 780 · LOCATE · 1,7:PRINT · " · Perimeter · - · Add · 1 enath of three"

MAAM 790.LOCATE.1,8:PRINT."....sides ·together." PAHC 800 LOCATE . 1, 10: INPUT . "Enter . the . length .

of ·base · - · ", a MADH 810 . LOCATE . 1, 12: INPUT . "Enter . the . height .

PANI 820 LOCATE · 1,14: INPUT · "Enter · the · length · of·side·3·-·",d CBBB 830 LOCATE . 1, 16: INPUT . "Enter . the . units . o

f·measurement·-·",b\$ FAIA 840 · e=a/2\*c:f=a+c+d

LAEA 850 LOCATE · 1,19:PRINT · "Perimeter · = · ",f;b LAPI 860 LOCATE 1,21:PRINT "Area .... = ",e;b \$ - CHR \$ (252)

MAOG 870 LOCATE 24,25:PRINT Press a key for

HANG 880 · IF · INKEY\$="" · THEN · 880 · ELSE · 10

BADK 890 · CLS CAAD 900 · MODE · 2

height)"

DAMP 910 ORIGIN 250.250 BBDB 920 PLOT 0.0: DRAW 200.0: DRAW 300.100: DRA

W-100,100:DRAW-0.0:MOUE-50.10:FILL-1 JAEF 930 LOCATE . 1, 2: PRINT . "Equations . - "

NAKA 940.LOCATE.1,4:PRINT.".Area.-.length.x.h eight" NAGJ 950 LOCATE 1,6:PRINT - Perimeter - - (2 · x ·

length) +" KAKK 960 LOCATE 1,7:PRINT .....(2.x.

MABI 970 LOCATE 1,12: INPUT . "Enter . the . length. MADC 980 LOCATE 1, 14: INPUT . "Enter . the . width . -

CBJB 990 LOCATE . 1, 16: INPUT . "Enter . the . units . o f · measurement · - · " , c\$

FADJ 1000 · d=a\*b; e=(2\*a)+(2\*b) LAJC 1010 · LOCATE · 1,19:PRINT · "Perimeter · = · ",e;

LAEL 1020 · LOCATE · 1,21 : PRINT · "Area · · · · · = · ", d; c\$:CHR\$(252) MADJ 1030.LOCATE.24,25:PRINT. "Pressakey for

HAHL 1040 · IF · INKEY\$="" · THEN · 1040 · ELSE · 10

BATM 1050 · CLS CAOF 1060-MODE-2

EAIC 1070 · ORIGIN · 250, 230 MAIK 1080 PLOT 0,0: DRAW 100,0: DRAW 100,100: DR

AW . 0, 100 : DRAW . 0, 0

LALJ 1090 PLOT 100, 100 DRAW 150, 150 DRAW 150, 50:DRAW-100.0 IANL 1100 PLOT 150, 150: DRAW 50, 150: DRAW 0, 100

JALH 1110 LOCATE 1, 2: PRINT . "Equations . - " ABJA 1120 · LOCATE · 1,4: PRINT · " · Area · - · length · x · width · x · height"

NACF 1130 · LOCATE · 1, 6: PRINT · " · Perimeter · - · 12 · x · length"

MAJK 1140 LOCATE · 1,14: INPUT · "Enter · the · length CBND 1150 LOCATE . 1, 16: INPUT . "Enter . the . units .

of measurement . - . ", b\$ EAIM 1160 · c=a\*a\*a:d=12\*a

GALF 1170 · SYMBOL · 255, 112, 8, 48, 8, 112 LAPC 1180 · LOCATE · 1,19 : PRINT · "Perimeter · = · ",d;

LANL 1190 LOCATE 1, 21: PRINT . "Area . . . . . . . . . ; b\$:CHR\$(255)

MACJ 1200 · LOCATE · 24,25: PRINT · "Press · a · key · for

HAFL 1210 · IF · INKEY\$="" · THEN · 1210 · ELSE · 10 BAHM 1220 CLS

CANF 1230 - MODE - 2

EAJC 1240 · ORIGIN · 250, 250 MAPE 1250 PLOT 0,0: DRAW 100,0: DRAW 100,50: DRA W . 0 . 50 : DRAW . 0 . 0

LAPG 1260 PLOT 100.50: DRAW 180, 100: DRAW 180, 5 0:DRAW-100.0 IAFJ 1270 PLOT 180, 100: DRAW 80, 100: DRAW 0, 50

JADI 1280 LOCATE · 1.2: PRINT · "Equations · - " ABBB 1290 · LOCATE · 1, 4: PRINT · "· Area · - · length · x · width . x · height"

NAOL 1300 LOCATE 1,6:PRINT - Perimeter - - (4 x ·length)·+" NAKB 1310 LOCATE . 1,7:PRINT . " . (4 . x . width) . + . (4

·x·height)" MAFK 1320 LOCATE 1, 10: INPUT . "Enter the length

MAHE 1330 LOCATE . 1, 12: INPUT . "Enter . the . width . MAEK 1340 LOCATE · 1, 14: INPUT · "Enter · the · height

CBBE 1350 LOCATE 1,16: INPUT . "Enter . the . units .

of measurement . - . ", d\$ GAMF 1360 SYMBOL 255,112,8,48,8,112 HANG 1370 · f = (4\*a) + (4\*b) + (4\*c) : e = a \*b \*c

LAFD 1380 · LOCATE · 1,19:PRINT · "Perimeter · = · ", f;

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December 1993 AMSTRAD ACTION

### **Line 1630**

Here's another INKEY\$ routine you might find useful. All this line is doing is looping on itself until a key is pressed, at which point it's simply jumping back to line 10.

HADL 1550 · LOCATE · 1,5:PRINT · · · · · · · · · · · 3 JAPC 1560 · LOCATE · 1, 7: PRINT · "Take · Pi · as · : " FAKN 1570 · LOCATE · 1,8:PRINT · PI LAGF 1580 · LOCATE · 1, 14: INPUT · "Enter · radius · - · " CBFE 1590 · LOCATE · 1,16 : INPUT · "Enter · the · units · of measurement .- . " , b\$ EABI 1600 · c=4\*PI\*a\*a\*a/3 LABM 1610 · LOCATE · 1, 19:PRINT · "Area · · · · · = · ", c; b\$;CHR\$(255) MAIJ 1620 · LOCATE · 24, 25: PRINT · "Press · a · key · for - MENII" HABM 1630 · IF · INKEY\$="" · THEN · 1630 · ELSE · 10 BANM 1640 · CLS CADG 1650 · MODE · 2 EAJC 1660 · ORIGIN · 300, 230 BAOL 1670 DEG DAHA 1680 - MOVE - 50.0 GAHF 1690 · FOR · a = 90 · TO · 270 · STEP · 10 GAPK 1700 DRAW 50\*SIN(a), 10\*COS(a) CAIC 1710 · NEXT FAGL 1720 . PLOT . 50, 0: DRAW . 50, 120 GABB 1730 · PLOT · - 50.0 : DRAW · - 50.120 EALC 1740 · ORIGIN · 300,350 DABA 1750 - MOVE - 0, 10 GAMB 1760 · FOR · a = 0 · TO · 360 · STEP · 10 GAGL 1770 DRAW 50\*SIN(a), 10\*COS(a) CAPC 1780 NEXT JAJI 1790 LOCATE · 1, 2: PRINT · "Equations · - " NAJK 1800 · LOCATE · 1, 4: PRINT · " · Area · - · ": CHR\$(25) 4):"r":CHR\$(252):"h"

CHR\$(252):"):=:1:are" CBMH 2170 · LOCATE · 20,18: PRINT · "100 · ares · = · 1 · sq ·hm·(hm";CHR\$(252);")·=·1·hectare" OBKG 2180 LOCATE . 3, 21: PRINT . "The . hectare . is . t he only unit which the prefix hecto is i n·common·use" OACO 2190 · LOCATE · 24, 25 : PRINT · "Press · a · key · for ·next·page" IAJB 2200 · IF · INKEY\$="" · THEN · 2200 · ELSE · 2210 BAHM 2210 · CLS CANE 2220 MODE - 2 GAJI 2230 · PRINT · #2 , CHR\$ (22) ; CHR\$ (1) NALN 2240 LOCATE + #2, 24, 3: PRINT + #2, "Conversion ·Table·III" OAPB 2250 · LOCATE · #2,24,3:PRINT · #2,"\_ IAPG 2260 · LOCATE · 26,6:PRINT · " · U · O · L · U · M · E · " JANC 1810 · LOCATE · 1,7:PRINT · "Take · Pi · as · : " GANF 2270 · SYMBOL · 255,112,8,48,8,112 FAIN 1820 · LOCATE · 1,8:PRINT · PI DBDC 2280 · LOCATE · 20 , 10 : PRINT · "1 · 000 · cu · mm · (mm MADL 1830 · LOCATE · 1,12: INPUT · "Enter · the · radius ";CHR\$(255);"):=:1:cu:cm:(cm";CHR\$(255); MAIK 1840 · LOCATE · 1,14 : INPUT · "Enter · the · height PALO 2290 · LOCATE · 20 , 12 : PRINT · "1 · 000 · cu · cm · · · · ···=·1·cu·dm·(dm":CHR\$(255):")" CBFE 1850 · LOCATE · 1, 16 : INPUT · "Enter · the · units · JAAB 2300 · LOCATE · 32,14: PRINT · "and · so · on" of measurement . - . ", c\$ MAFJ 2310 LOCATE 24,25:PRINT Pressakey for GACG 1870 · SYMBOL · 255,112,8,48,8,112 HALL 2320 · IF · INKEY\$="" · THEN · 2320 · ELSE · 10 You see, though this command is fully

c\$:CHR\$(255)

BANM 1910 · CLS

CADG 1920 - MODE - 2

HABM 1900 · IF · INKEY\$="" · THEN · 1900 · ELSE · 10

MAGO 1940 LOCATE . #2,24,3:PRINT . #2, "Conversion

IAPD 1960 LOCATE 26.6: PRINT - "L .E .N .G . T . H . "

CBMJ 1970 · LOCATE · 18, 10: PRINT · "10 · millimetres ·

MAMP 1980 LOCATE 32, 12: PRINT - "10 cm = 1 decim

NAPF 1990 · LOCATE · 32, 14: PRINT · "10 · dm · = · 1 · metre

MAHO 2000 LOCATE 33, 16: PRINT - "10 - m - = -1 - decame

NAGN 2010 LOCATE 31, 18: PRINT - "10 dam = 1 hect

OAOP 2020.LOCATE.32,20:PRINT."10.hm.=.1.kilom

LBIP 2030 · LOCATE · 5, 23: PRINT · "The · decimetre, · d

OAMN 2040 LOCATE 24,25:PRINT Pressakey for

NAFJ 2090 LOCATE + #2, 24, 3: PRINT + #2, "Conversion

CBBO 2130 LOCATE 22.10:PRINT 100 sq mm (mm":

PAMK 2140 . LOCATE . 22, 12: PRINT . "100 . sq . cm . . . . . .

OAML 2160 LOCATE . 26 . 16 : PRINT . "1 . sq . dam . (dam" :

CHR\$(252);"):=:1:sq:cm:(cm";CHR\$(252);")

IACC 2050 · IF · INKEY\$="" · THEN · 2050 · ELSE · 2060

GAMI 2080 PRINT +#2.CHR\$(22):CHR\$(1)

NAKL 2100 · LOCATE · #2,24,3:PRINT · #2,"\_

GAEC 2120 · SYMBOL · 252, 24, 36, 8, 16, 60

HAMG 2110 · LOCATE · 28,6:PRINT · " · A · R · E · A · "

·=·1·sq;dm·(dm";CHR\$(252);")"

JADB 2150 . LOCATE . 32, 14: PRINT . "and . so . on"

ecametre and hectometre are very rarely.

GAPI 1930 · PRINT · #2 , CHR\$ (22) ; CHR\$ (1)

MAJK 1950 · LOCATE · #2, 24, 3: PRINT · #2, "\_\_

(mm) = 1 centimetre (cm)"

· (m) · = · 1 · 000 · mm"

etre (km) = 1 .000 m"

tre · (dam)'

used"

BARM 2000 CLS

CAAG 2070 MODE 2

ometre · (hm)"

·next·page"

·Table·II"

**Line 1860** 

DALM 1860 · d=PI\*a\*a\*b

Pl\*a\*a\*b

Following the theme this month of having no particular theme to speak of, you might like to think about the equation:

functional the way it is, it's always worth remembering that if there is more than two 'a's - say three - the following example would be a lot more efficient: PI\*b\*a^3

#### LAMM 1880 LOCATE · 1, 19:PRINT · "Area · · · · · = · ", d; Typing listings MABK 1890 · LOCATE · 24, 25: PRINT · "Press · a · key · for

If you've never typed in a listing from AA before, then reading this following blurb is a REALLY GOOD IDEA.

 Basically, all you need to do is type in exactly what we print **EXCEPT** the first four letters in each

• The first four letters are a code which work in conjunction with our unique and utterly excellent TypeChecker program below. • Only press RETURN when you get to the end

of a command line. If a command line goes on to two lines do not press RETURN at the break in the line. Your lines on screen should break in exactly the same place as they do in the mag.

**TypeChecker** 

This is a program that enables you to check whether you have typed AA listings in correctly. Type it in, then SAVE it for future use. So, when you want to type in an AA listing, and you want to double check that you got it right:

Load up TypeChecker.

Type NEW.

• Type in the listing of your choice.

• When you've finished type LIST.

 At the end of every line a highlighted code will appear. It should correspond with the code printed in front of the same line in AA. If it doesn't you have typed in that line incorrectly.

PAML 10. '. TypeChecker. V1.0. -. By. Simon. Forrest er -- - Dec - 1992

MAOJ 20. '. For . Amstrad . Action . - . Public . Domain

DANK 30 - MEMORY - & 9FFF CAJK 40 · csum=0

GAME 50.FOR.addr=&A000.TO.&A05B

DAKJ 60·READ·byte\$

GAJB 70.byte=VAL("&"+byte\$)

FACF 80 POKE addr, byte GAFB 90 csum=csum+byte

DALK 100 · NEXT · addr

OACI 110 · IF · csum < > & 2 ADD · THEN · PRINT · "Checksum · Error":END

LAHE 115 · POKE · & A001 , PEEK · (&BBSB) : POKE · & A002 , P EEK · (&RRSC)

KAHI 120 POKE &BB5A, &C3:POKE &BB5B, &3:POKE &B BSC. & AD

MACN 130 PRINT TypeChecker V1.0 Installed:E

MABC 140 DATA · CF, FE, 93, FE, 0A, CA, 00, A0, F5, C5, D 5.E5.FE.0D.CA.22

LACJ 150 DATA A0, SF, 16, 00, 24, 54, 40, 19, 22, 54, 4 0,E1,D1,C1,F1,C3

LAFJ 160.DATA.00,A0,3E,20,CD,00,A0,3E,18,CD,0 0,A0,2A,5A,A0,7C

LADI 170 DATA CD, 45, A0, 7D, CD, 45, A0, 3E, 18, CD, 0 0,A0,21,00,00,22

LACN 180 DATA SA, AO, C3, 1B, AO, F5, E6, OF, C6, 41, C D,00,A0,F1,E6,F0

KAJC 190.DATA.1F,1F,1F,1F,C6,41,CD,00,A0,C9,0

Turning TypeChecker off (it is automatically initialised when you RUN the program above) and back on again is quite simple:

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It isn't only the music biz that has an indie scene. The CPC has a thriving cottage industry producing what's known as Homebrew software. In the first of a new series Simon samples the wares of one particular homebrewer, Angela Swinbourne.

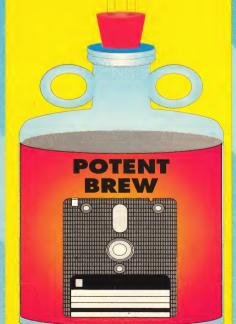
efining homebrew software as existing somewhere between PD and commercial software is a rather catchy, nicely-processed, easy-to-swallow in a TV advert-sort-of-way description. Broadly speaking it's correct, but it's far too trite to do homebrew the justice it deserves. Homebrew software might not have the professional polish of the stuff that the major software houses have produced, but in many ways, it's just as good if not better. And, most important of all, it's a growing industry.

#### Brew up

Homebrew software is exactly that – software that's been written by amateur programmers at home. This is software that's been written by a CPC nut with other CPC nuts in mind.

The underlying attitude of homebrew software is fairly friendly as well – the point isn't to create the biggest game since Elite, but to create a few really fun games that cost just a few guid. There're no flashy graphical effects, no trade marks, just games based on concepts rather than gimmicks.

Anyway, in order to alert you as to what's hovering about out there on the homebrew scene, each month I hope to be taking a look at different selections, to see just what's on offer from the homes of CPC addicts.



## This month's brewer's choice:

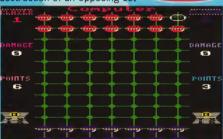
#### **Crystal X Software**

If you take a look at page 56, you'll find a storming review of the excellent Stellar Outpost, a game from Angela Swinbourne of Crystal X Software. This is a home brewery that, for the year or so that it's been around, has specialised in strategy games. Anyway, we thought we'd have a flick through Crystal X's catalogue.

#### Cloaker (£2)

This one is definitely what homebrew software is all about strategy games. It's a bit more chess-like than most, though, involving the movement of a fleet of ships, and the destruction of an opposing set





It's like a cosmic game of chess - how like life, as pretentious film characters say.

of ships, presumably because they pronounced the word 'scone' differently, or something.

As well as being an excellent game to sit and relax with, it's a perfect example of the kind of title that homes will undoubtedly brew (well. I assume that's where the name came from). It requires brainpower, patience, and, above all, a little bit of foresight (concepts which major software houses always seem to shun).

Rating \*\*\*

#### General X (£2)

This one's a slightly strange (or should that be unusual?) concept for a strategy game. The plot is simple – you have to promote all 10 of your units from the rank of Private to the rank of General. But the gameplay is far from straightforward. Here's a brief clip from the instructions:

"The board is divided into five zones. A unit can only move freely through a zone if it has the appropriate clearance pass for it. If the unit

### General Moves Zone XXX E Passes

at the bell did the 'X' family do, th

enters a zone which it doesn't have clearance for then that unit cannot move for two turns, after which it has earned the pass for that zone."

Have you figured it out yet? Well, it's basically like a board game, and within those parameters, it works very well. The gameplay goes on to cover stealing passes from enemies, sending troops into limbo, rendering squares un-usable, and all the other stuff that goes with a game based on sneaky tactics.

As one of the two-player games in the collection (though you can play against the computer if you wish), this is definitely one you should investigate, as it's darned good.

Rating ★★★★

#### Justice (3)

You have been convicted for a murder you didn't commit, and have escaped (erm - Dave) to find the real killer (hold on a mo' - Dave), in order to shop him to the rozzers (where's the one-armed man, then? - Dave).

Okay, it might sound like The Fugitive, but the similarities this text adventure has with the Harrison Ford film are only on the surface. There's a wide range of different disguises to find and wear, each of which must be suitable for your surroundings if you don't want to get caught. The range of locations is pretty huge including fields, barns, towns, houses and a police station (not the best place to be if you're an escaped convict).

The adventure was created using GAC, which is quite a good package as far as parsers are concerned, so the game is fairly easy to play. If you're into text adventures, this is one you really ought to check out, because it's not only a good example of GAC's capabilities,



It's 'Attack Of The Killer Haystacks'. Watch out for that one on the right, he's got a gun!

### **But is homebrew anything** more than just expensive PD?

fundamental differences between PD and homebrew software

write an adventure.

Mantis (£2)

an ant convention.

Rating ★★

nergy Cells: 4

Pacifist (£1,50)

into good guys.

positions back on the map.

(the PD scene is very good at

ship games). You just pilot your

ship around a maze-like screen,

that's about it. Vaguely enjoyable.

avoiding getting blasted and

repetitively churning out little space

 You pay a little more for homebrew stuff. It's copyrighted.

Both these points might sound like reasons or sticking with PD, but homebrew games are generally more original and complex than PD stuff - no-one's going to pay money for yet another version of Tetris and the homebrewers know that. And while the games are generally

game genre frankly isn't very successful. Don't

get me wrong, I've got nothing against action

games, it's just that the rest of this collection

shows a huge swing towards intelligent strategy

titles, and the inclusion of a pretty bog-standard

action game sticks out like a purple aardvark at

To be honest, it doesn't really compare well

to a lot of action titles you'll find in the PD scene

MALLIS

The praying mantis eats it's partner after mating, with baked beans and a nice coke.

Here's another moderately groovy strategy title

involving three different types of armies, "hell-

bent on the destruction of their own kind". Your

task is to turn the whole lot of 'em into pacifists.

1 You can march along in front of them wearing

a paisley shirt, purple corduroys, and a daisy in

2 You can place obstacles in their paths, and

attempt to stop them from warring by keeping

them apart completely until you can turn them

AA recommends the latter course of action.

What this involves, besides placing obstacles, is

luring the armies into a 'pacifist chamber', turning

them into hippies and placing them at a random

There are two ways to go about this:

your hair, singing Give Peace A Chance.

not up to commercial standards in terms of presentation and packaging, the gameplay is often on a par with, if not much better than, the majority of stuff churned out by the major software houses in the last few years.

Homebrew software is slowly taking over the commercial CPC scene and keeping it alive. Quantum, STS and Sentinel are all homebrew companies; they just deal with the serious side of things instead of games (except Sentinel...) (...oh, and Quantum, come to think of it).

but a really good example of what can be done when someone with real imagination sits down to Rating ★★★★ \*\* Crystal X Software's one foray into the action

rsonally, I found the easiest way to pacify a rampaging heli-bent psycho autter army was to brow up huge pots of herbal tea...

As for a verdict, well, this is definitely one of the tougher games in the collection, but once you get the hang of it and accept that this isn't a game you can idly blast your way through, you should have quite a bit of fun.

Rating ★★★

Intergalactic tug-of-war, anyone? This is a great game in which the screen is split into two halves. You sit in a ship at the bottom of your half of the screen, while your opponent (human, computer, dog, Martian, Malaysian Spider Plant or anyone else you can convince) sits at the bottom of their half. Running along the top of the entire screen is a bar which stretches across both halves. On it there is a banner, which at the start of each game is precisely in the middle of the bar.

When the whistle blows both players start shooting at multicoloured targets at the top of their screens. Every time you hit the bar, you pull the banner further over to your side; the aim is to pull the banner right the way to your end of the bar.

There is a catch; every time a bullet hits one of the multicoloured targets, this causes an alien space craft to appear in the opposite half of the screen. Not only do these guys





So wait a minute - you're telling me that I get all the allens and the computer doesn't

# HOMEBREW GAMES

get in the way, preventing you from getting a clear shot at the targets, but they also drop bombs which freeze you for 10 seconds if one of them explodes on you head.

So, you have to decide: blasting the aliens or try to

fire between them and hit the targets? Ah, decision, decisions...

Rating \*\*\*

do you waste bullets

#### Sector 5 (£2)

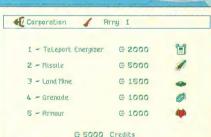
Could it be vet another two-player wargame? Sure is, and again it involves the domination of an alien planet. But this time you're not trying to prevent it, you're trying to achieve it.

The game is all about conquering sectors of the planet (you need five) by occupying the target square with your forces. I could spend ages going into strategies, tactics, and the like, but it won't really do you much good. In fact, I'm quite sure it'd be a lot easier to summarise by saving:

- It's a board game-type thing. It involves things like missiles,
- mines and teleports.
- It's good.

Thank you, and good night.

Rating ★★★



Oooh, if I get a teleport energiser, I might not have enough change for a land mis

#### **And finally...**

We think it would be pretty fair to say that Angela Swinbourne has got quite a decent little collection of goodies on offer, Granted, the games won't be fast-running, demo-like or to everyone's tastes, but if you want to do a bit of thinking with some classically-designed and fun puzzles, concepts and environments, there's enough here to satisfy your tastes.

And I guess I'll be seeing you next month for the big one oh oh, and hopefully another collection to take a look at.

'Til then, have fun,

To get your hands on any of the software you've seen today, send your cheque or postal order along with a tape or disk and a stamped addressed envelope to: Angela Swinbourne, 11 Vicarage View, Redditch, Worcestershire B97 4RF.

chocolate teapot for, anyway?

# Venture Forth

Because you demanded it! Yes, it's the fully working, skeleton version of Laundry Blues, the text adventure that Simon Forrester has been showing you how to write over the last few months. Type it in and play it as it is, or make your own modifications - the choice is yours.

inally we give in to the pressure. Here's the program as it's developed so far, that's with the object manipulation routines added. In fact the only bits that aren't here are a large proportion of the use routines (it's all explained later), and the character interaction stuff (we haven't finished planning all that stuff out yet). But you lot were getting so impatient, we had no choice but to reveal at least a workable form of the adventure.

#### **Did-U-DIY?**

If you've been taking my advice, and have been attempting to the write the thing yourself as I've been explaining the routines over the last few months, award yourself a Scouts' badge for computer programming and consider yourself well-respected by the AA crew. Now you can check out how I've written the program, and do a spot of comparing and contrasting in true GCSE English fashion.

You may have already typed in the semicompleted program from a few months back, so you'll be able to use that and just insert the bits you want with some crafty renumbering, but if you haven't been following the mag for that long, or you can't dig out the original, just type this one in:

CAPI 10 . BORDER . 0

CAAB 20 · INK · 0,0

CAKE 30 · INK · 1 . 26

BAKP 40 MODE - 1

AFLP 50 PRINT ... You wake with a start. Ther e's.a....bright.light.shining.in.your.e yes. It · · · feels · like · the · sum · · Oh · mo , · it · IS.the....sun..It's.already.late.in.the. morning...and.you've.got.to.get.all.the. laundry...done.and.get.round.to.your.fri

FBJN 60 PRINT . "house · for · lunch . · You'd · better · get.....cracking, really..."

CCAB 70.PRINT."...You.get.dressed.quickly.and ·wonder·what·to·do·in·that·hapless·kind· of manner you have."

CAAM 80 - GOSUB - 350

DANB 90 . 'Parser

CAKO 100 · GOSUB · 810

CAPD 110 - PRINT DAAG 120 · INPUT · "", i\$

CABE 130 - PRINT

EANA 140 · i \$= UPPER\$(i\$)

CABO 150 · ERASE · w\$

BAMJ 160 · w=1

DAOB 170 - 1 = LEN(i\$)

DAON 180 · FOR · a=1 · TO · 1 EAEE 190 · c \$= MID \$ (i \$, a, 1)

HAGI 200 · IF · c\$=" · "THEN · w=w+1:GOTO · 220

EATG 210.w\$(w)=w\$(w)+c\$

CAEH 220 NEXT a

NAAB 230 · IF · w\$(1) = "NORTH" OR · w\$(1) = "N" THEN · GOS UB-1100:GOTO-110

### **Lines 280-320**

Yes! The Workshop boxes in Type-Ins have been such a success we've imported them over to Venture Forth - for ONE MONTH ONLY! These lines are the patches into the parser that we need to insert if we want to add new commands. As you can see, five new commands have been added:

1 Take or Get

2 Drop

3 Examine or X

4 Inventory or Inv

Each of these lines, when activated by the appropriate command, will execute a subroutine, then return to the normal parser bit at line 110.

NADC 240 · IF · w\$(1) = "SOUTH" OR · w\$(1) = "S"THEN · GOS UB - 1150 : GOTO - 110

MAMK 250 · IF · w\$(1) = "EAST" OR · w\$(1) = "E" THEN · GOSU B • 1200 : GOTO • 110

MAKN 260 · IF · w\$(1) = "WEST" OR · w\$(1) = "W" THEN · GOSU B-1250:GOTO-110

KAPB 270 · IF · w\$(1) = "LOOK" OR · w\$(1) = "L" THEN · GOTO

NADE 280 · IF · w\$(1) = "TAKE" OR · w\$(1) = "GET" THEN · GO SUB · 1300 : GOTO · 110

KAMB 290 · IF · w\$(1) = "DROP" THEN · GOSUB · 1460 : GOTO ·

NAMB 300 · IF · w\$(1) = "EXAMINE" OR · w\$ = "X" THEN · GOSU

OAPP 310 · IF · w\$(1) = "INVENTORY" OR · w\$(1) = "INV" TH

EN-GOSUB-1690:GOTO-110

JABN 320 · IF · w\$(1)="USE"THEN · GOSUB · 1760 : GOTO · 1

GAKO 330 PRINT . . . . Come again?"

CACK 340 - GOTO - 110

HAJA 350 · '·Set·up·variables

DADA 360 . DIM . w\$ (40)

CAMJ 370 · loc=16

DAEP 380 . DIM . acc(16,4) DAMN 390 . FOR . a = 1 . TO . 16

CAFH 400 - READ - a\$

FAHH 410 -a\$=BIN\$(VAL("&"+a\$).8)

FAFF 420 · FOR · b=1 · TO · 7 · STEP · 2

JALL 430 ·acc(a,((b+1)/2))=VAL("&x"+MID\$(a\$,b, 5))

CAJH 440 · NEXT · b

CAJH 450 · NEXT · a

EAMC 460 . DIM . obj\$(16,5)

DAGO 470 · FOR · o=1 · TO · 13

DAML 480 . FOR . s=1 . TO . S

EAHL 490 · READ · ob.i\*(o.s)

CAHI 500 · NEXT · s

CAEI 510 · NEXT · o

CAHJ 520 · RETURN

GAFI 530.DATA.28,22,22,02,a8,02,08,08

HABE 540 DATA a8, 12, aa, 8a, a0, 02, 80, 80

MAFB 550 DATA a washing machine, machine, 1,0

KDHL 560.DATA."...It.looks.like.a.rather.ordi nary · · · · · washing · machine . · I · bet · you · cou ld.put....some.washing.in.there..It.also ·has·a····slot·for·coins·and·a·drawer·fo r · washing · powder . "

HAKG 570 . DATA . a . chair , chair , 1,0

LBCH 580.DATA."...It's.a.dodgy.looking.plasti c.chair, ..but.you.could.probably.sit.on.

CBMM 590 DATA a very nice packet of washing p owder, powder, 6,4

LBHG 600 DATA . ... It just looks like the sort ·of·thing·you·need·to·do·the·washing·wit

GAPL 610 DATA a hook, hook, 7,0

ABME 620.DATA."...It's.a.small.hook.with.some ·keys·on··it."

IALC 630 DATA some keys keys 7.1

MAHJ 640.DATA."...They're.door.keys..Probably

NADH 650 DATA some coins on the table, coins, ?

GBML 660 DATA . ... My my, some money . It's in. your houseso it must be yours."

GAAN 670 DATA anote, note, 7,1

LBBL 680 DATA . " . . . It's . in . your . handwriting . . I t·says····\Don't·forget·to·buy·a·laundry ·bag.\"

ABKO 690 DATA another pile of dirty clothes, c

CBCJ 700 · DATA · " · · · It · looks · like · a · heap · of · you

r.filthu..clothes."

LAKM 710.DATA.a.skateboard,skateboard,12,0

CBGK 720.DATA."...It's.a.board.with.skates.on ..It's.no.use.at.all."

JADA 730 DATA a laundry bag, bag, 14,2

PBGE 740.DATA."...It's.a.bag.for.putting.laun dry·in.···It·looks·like·it·might·be·just the right size."

JAFD 750 DATA some money, money, 15,1

JADJ 760 DATA . " . . . Hurrah . . you're . rich!"

OACK 770 DATA a pile of dirty laundry, laundry .16.5

ADCB 780.DATA."...It's.a.ragged.heap.of.dirty ·clothes. · They ·all · look · like · they · could · do:with:a.jolly:good:wash.:Maybe:you:sho uld think about that."

IANP 790.DATA.a.motorbike.bike.16.0

KCHG 800 DATA ... There are bits of motorbike ·all·over·the·floor.·It·looks·like·it·mi ght·be····Japanese. You·ought·to·tidy·up ·later."

KAHH 810 . ' · Display · room · description

DALJ 820 · RESTORE · 940

EACL 830 · FOR · a=1 · TO · loc

CAAI 840 · READ · d\$

CANH 850 NEXT · a

CADP 860 PRINT - 4\$

IAHN 870.flg=0:PRINT."You.can.see.";

DA00 880 · FOR · o=1 · TO · 16

PAMB 890 · IF · VAL(obj\$(o,3))=loc · THEN · PRINT · obj \$(0,1);", . ";:flg=1

CAHI 900 · NEXT · o

ABGE 910 · IF · flg=0 · THEN · PRINT · "nothing · of · inte rest.":GOTO - 930

JAMC 920 PRINT . "but . not . much . else."

COM.I 930 PETURN

PEHJ 940.DATA."You.are.in.the.launderette..Yo u.are....surrounded.by.split.plastic.se ats and · · · unhappy · people . · The · room · smell s.of.....washing.powder.and.boredom..Th ere are · · · washing · machines · by · the · wall · a nd.doors..to.the.south.and.east."

GEGK 950.DATA."You.are.in.the.street..Litter. blows....along.the.road..There.is.a.bus ·stop.·Theshelter·looks·a·bit·on·the·dod

"Oh what? He hasn't done all the uses of all the

honest, decent, hard-working folk like me to sit

Oh, stop being so childish - it's really quite

easy. All you have to do is wait 'til the player is

standing in the launderette, and wants to use

the washing machine. There are two ways you

can approach this whole washing machine deal:

The player has to go to the launderette, and

carry out the following actions:

and program things like the washing machine!

How on earth am I ever going to do really

**Consider this simple** 

washing machine...

objects! And the cheeky little so-and-so expects silly, and will make

## What – every single one?

Another really important thing to remember is that in order to make the game flow smoothly, and not point out to the player exactly what objects are directly relevant to completing the game, every object should have a use.

There are always going to be a few objects that you can't pick up, but add any objects like this to the 'use' branching bit of the program, along with a little comment like:

gy·side···but·it·looks·like·it·might·rai n. · The · · · · door · to · the · launderette · is · to · the west.

NEAH 960.DATA."You.are.on.the.bus..I.hate.bus es. How dothey make them smell so disgus ting?.At..least.you.can.look.out.of.the. window. ·Oryou·could·if·it·wasn't·steamed ·up. · I · · · · hate · buses. · Mercifully, · the · jo urney....doesn't.last.long."

JCLO 970.DATA. "You.are.in.the.street.outside. your · · · · · · friend's · house . · There's · a · blue ·door·to·the·east·and·a·bus·stop·to·the ·west."

JCFK 980 DATA . "You are in another bit of grot ty.....suburban.street..You.can.go.ea st.into.a.shop,.or.north.into.a.laundere

OELK 990 DATA . " . . . It's . a . washing . powder . shop. ·Despite · · there · heing · over · 250 · different ·brands, ··they're all made by one of onl y·two····manufacturers.·How·bizarre.·Th ere's.a...nice.looking.person.behind.the ·counter. · The · only · exit · is · west."

BDBO 1000 · DATA · "You're · in · your · kitchen . · Don't ·you·ever··do·any·washing·up?·This·place ·is·a····disgrace. There's a hook by t he door · · · · which · is · to · the · south."

AEJM 1010.DATA."You.are.in.your.bathroom..I.h ope·your···vaccinations·are·up·to·date. Domestos·isNOT·a·Greek·island·and·splash ing.it....about.a.bit.could.save.your.l ife. · The · · · door · is · to · the · south."

But it all gets a little

they've got to figure out that

features of the game do.

**USE MACHINE** 

2 Have one command like..

it's just one extra USE command.

kind of thing. It's just not fair on

anyone to expect them to work out stuff like

that - it's where a completely useless parser

...on the execution of which, the program

will check that the player is carrying some

money, both bits of laundry, and finally the

powder, and if so, your clothes will be washed.

It's really very simple to program in the end, as

poses more of a problem than the actual

people's faces curl if

moment, it will cope with unusable objects (or even just objects you couldn't be bothered to program) by, if no use routine was executed, defaulting to a sarcastic comment like:

"What the hell are you going to use a

As the use branch bit operates at the

"Well, that really helped didn't it?" A parser with an attitude problem, or what?

KDMB 1020 DATA More grotty old street. The s ooner · this · whole · place · gets · demolished, · the better . You can go north, south, or e ast and youshould do one of them really. soon."

HDLD 1030 DATA . "Out in the street . You close. your · front · door · behind · you . · Smell · that · s uburban · · · air · · Foul · · isn't · it? · Anyway · · you can go west or east (back to the hou

CDFM 1040 DATA . "Your . front . hall . looks . a . bit . t idier · than · the · rest · of · the · house . · You · ca n.go.....upstairs.(east), .north, .south , or west. Blimey, what a choice."

LDKA 1050 · DATA · "The · landing · is · a · bit · of · a · sta te, .too. ... That .skateboard .looks .a. bit .d angerous · · · there · at · the · top · of · the · stair s. You can go north, south, or down the stairs ···· (west)."

MCFI 1060 · DATA · "Lawks · a · lordy , · it's · some · more ·street. · · · But · wait. · What's · this? · There' s.a.shop.tothe.east..Or.you.can.go.north if wow ... want."

CFMN 1070 DATA . "Well · I'll · be · horn · swoggled ! · I t's.a....laundry.bag.shop,.dedicated.t o the sale of jolly helpful laundry bags .·What·a···good·thing·you·stumbled·upon· it. · There'sa · nice · looking · woman · behind · t he counter . Or · you · can · leave · by · going · wes

KDNN 1080.DATA."Living.rooms.are.funny.old.th ings, · · · · · aren't · they? · This · is · yours · an d. like therest of your house, it could. do with · · · · some · tidying · up . · The · exit · is · to the .... north."

AFKF 1090.DATA."You're.in.your.bedroom..It's. an utterly disgusting tip of a place. Di rty.coffee.mugs.everywhere..bits.of.comp uter and · · · motorbike all · over · the · floor . ·It's an · · · outrage . · You · can · leave · by · goi ng north, ... and maybe you should."

EAKA 1100 · ' · Go · North

FBND 1110 · IF · acc(loc, 1) (2 · THEN · PRINT · " · · · I 'm · sorry Dave, · I · can't · do · that . ": RETURN

DAOP 1120 · loc=loc-4 DAOR 1130 GOSHR 810

CAGM 1140 · RETURN EAHB 1150 · ' · Go · South

FBEE 1160 · IF · acc(loc, 3) (2 · THEN · PRINT · " · · · I'm · sorry Dave, · I · can't · do · that.": RETURN

EABA 1170 · loc=loc+4

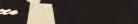
DADC 1180 - GOSUB - 810

CALM 1190 · RETURN

DANI 1200 · ' · Go · East







USE LAUNDRY

**USE CLOTHES** 

**USE MONEY** 

**USE POWDER** 

difficult stuff like that?"

#### **Lines 1300-1450**

This is the routine for taking objects. It's asically a very simple routine and carries out these few basic checks:

1 That the object to be taken has actually been stated.

2 That the object exists.3 That the object is in the same location as the player.

4 That the object can actually be lifted. f all these checks are positive, the player will hen be carrying the specified object. At each level, though, if something goes wrong, the

user will be presented with an appropriate comment, insulting or otherwise.

The one check I've omitted from this routine is a weight check (as opposed to just a carryable check). This is to keep things simple and make sure the game is actually playable before it is inserted. I'll provide you with the routine to sort this all out at a later date if you're either not willing or not able to write your own (it doesn't really matter which – we all have to be beginners some time), but for now, we'll leave that part out to make the game a little more easy.

FBPD 1210 · IF · acc(loc, 2) (2 · THEN · PRINT · " · · · I'm · sorry Dave, I can't do that . ": RETURN

DAKP 1220 · loc=loc+1 DAPR 1230-GOSUB-810

CAHM 1240 · RETURN

DAIK 1250 · ' · Go · West

FBGE 1260 IF acc(loc,4)(2 THEN PRINT ... I'm. sorry.Dave, .I.can't.do.that.":RETURN

EARA 1270 loc=loc-1 DAEC 1280-GOSUB-810

CAMM 1290 · RETURN

NAFK 1410 PRINT . . . . Idiot . - . you can't . pick th at imp!"

CAHM 1420 · RETURN

EAGP 1430 · ob.i\$(so.3)="255"

JBLK 1440 PRINT . . . . You take it, and subseque ntly you arenow carrying "; obj\$(so,1);".

CAKM 1450 · RETURN

FAOF 1460 · ' · Drop · ob.ject

OAAK 1470 · IF · w < 2 · THEN · PRINT · " · · · Stop · being · si

#### **Lines 1460-1550**

Here we have the dropping routine, for getting rid of objects that are no longer needed. We're carrying out checks here, as well:

1 That an object was actually stated.

2 That the object exists (I've got this weird feeling of deja vu!).

**3** That the player is carrying the object (otherwise they'd be able to drag any object they need from any location into their current location simply by dropping it).

And I reckon that's about all anyone ever needs to know about dropping objects.

FAHC 1300 · ' · Take · Object

JBMA 1310 · IF · w < 2 · THEN · PRINT · " · · · Stating · an · ob ject·would·be·a·really··wise·move.":RETU

EAEI 1320 . FOR . so=1 . TO . 13

NAGH 1330 · IF · UPPER\$(w\$(2)) = UPPER\$(obj\$(so,2)) · THEN · GOTO · 1370

DAJC 1340 NEXT so

NCFO 1350 PRINT: "...I'm really sorry, but I'm ·not·even···sure·if·I·know·what·one·of·t hose .... actually is, let alone wheth er · or · not · · · to · take · one!"

CAKM 1360 RETURN

KAHM 1370 · IF · VAL(ob.j\*(so.3))=loc · THEN · GOTO · 14

NBMJ 1380 PRINT . . . . Sorry . n'all, .but · I · can't · find one of those around here anywhere -·try·again."

CANM 1390 RETURN

JAIL 1400 · IF · VAL(obj\$(so,4))>0 · THEN · GOTO · 1430

It's those oh-so-familiar checks for the

2 That the object exists.

examine command, as well, to make sure that:

1 That an object was stated.

FALT 1480 FOR so=1.TO.13

NALH 1490 · IF · UPPER\$(w\$(2)) = UPPER\$(obj\$(so,2))

THEN GOTO 1530

DAHC 1500 NEXT - so

IBOF 1510 PRINT . . . . I'm . not . even . aware . of . the existence..of.such.an.item,.sirrah!"

CATM 1520 RETURN

ACNI 1530·IF·obj\$(so,3)()"255"THEN·PRINT·"··· Nice try, but you're not actually ... car rying·that, are you?": RETURN

GAEM 1540 · obj\$(so,3)=STR\$(loc)

CALM 1550 · RETURN

DAKP 1560 · '· Examine

PAND 1570 · IF · w < 2 · THEN · PRINT · " · · · Examine · what, ·pray?":RETURN

EAPI 1580 - FOR - so=1 - TO - 16

the player, or in their pocket.

can go ahead and print the description

NANH 1590 · IF · UPPER\$(ob.j\$(so,2))=UPPER\$(w\$(2)) · THEN · GOTO · 1630

DAIC 1600 · NEXT · so

**Lines 1560-1680** 

JBML 1610 PRINT ... Nice try, mordice - morsu

3 That the object is in the same room as

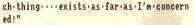
And if those three check out, the program

t-might-help-if-you-were-carrying---them

t.helped.(yeah, right).":RETURN

ther · shabby · house · swings · majestically · op en·to·the···mechanical·clunk·of·a·lock·i n.perfect...working.order.(ooh, .I.do.lov





CAJM 1620 · RETURN

JANB 1630 · IF · ob.j\$(so,3)="255" THEN · GOTO · 1670

KAAN 1640 · IF · VAL(obj\$(so, 3))=loc · THEN · GOTO · 16

CBBE 1650 PRINT ... . Not actually possible I'm afraid, oldbean."

CANM 1660 · RETURN

FAOI 1670 PRINT obj\$(so,5)

CAPM 1680 RETURN

GAEG 1690 . ' · Inventory · bit

JAIK 1700 PRINT ... You are carrying . ;

EAHB 1710 . FOR . o=1 . TO . 16

KAHO 1720 · IF · ob.j\$(o,3)="255"THEN · PRINT · ob.j\$(o

### Lines 1760-1870

After the standard check to make sure an object was stated, control is passed over to a routine very similar to our parser – a series of branching statements to take us off to our particular use routines (each object has to have a separate routine, as the uses are all very different from one another, too different to have one general purpose routine – the washing machine behaves nothing like a set of keys, for example).

CAJL 1730 · NEXT · o

CAJH 1740 · PRINT

CANM 1750 · RETURN

IAKD 1760 · ' · Use · Object · Selector

LAGE 1770 · IF · w(2 · THEN · PRINT · " · · · Yeah · Yeah · Yea

FAEF 1780 · uo\$=UPPER\$(w\$(2))

JAEI 1790 · IF · LEFT\$(uo\$,3)="KEY"THEN · GOTO · 1820

MAFM 1800 PRINT · · · · Not · that · that · helps · at · al

CARM 1810 RETURN

DAIM 1820 · '· Use·key

JBMK 1830 · IF · ob.j\$ (5,3) (> "255" THEN · PRINT · " · · · I

### Lines 1690-1**7**50

Here we have the inventory routine. It's dead simple, really, as it just flicks through the status of each object, printing its name if it's in location 255 (the user's pocket). As you can see, it's just a FOR/NEXT loop with an IF

EBCG 1840 · IF · loc(>10 · THEN · PRINT · " · · · Well , · tha

JDGI 1850 PRINT . . . . The front door to your ra e·life)."

DAHJ 1860 -acc(10.2)=4

CAAN 1870 · RETURN



# READERADS

#### Miscellaneous

The Office Collection, all the best PD Databases, WP's, Spreadsheets, Disc Utilities, DOS', etc. Just send disc, SAE and 50p to David Crookes, 37 Trimingham Drive, Bury, Lancs, BL8 1JW.

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CPC 464 keyboard plus MPI Modulator plus 50 games plus handbook, £100 or swap for compatible printer (not DMP2000) for CPC 6128. Tel: (Alloa) 0259 218954, between 5pm-10pm. Image PD - over 100 selections, 50p per selection, send SSAE for disc list to mage PD, 15 Elmwood Drive, Ponteland Newcastle-Upon-Tyne, NE20 9OQ.
Please swap my 10016 + weights and bars with York 1001 Home Gymm for your 6128 with working disc drive, ect. Contact Barry at 11 Harrowgate Road, Reddish, Stockport, Cheshire.

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#### Wanted

Wanted Amstrad CPC464 computer with leads for television, willing to swap new Nintendo, still boxed with four games, unwanted gift, Mrs M Haves, 14 Guy Street, Higher Broughton, Salford 8, M8 7F.I

Wanted on cassette: Rockstar Ate My Hampster and Football Director. Will swap for Turtles 2, Moonwalker, Vigilante and/or Operation Wolf. Tel: Little Mark Amstrad 464 plus colour monitor plus

100 games for Sega Mega Drive 16 Bit. Tel: Chris 0462 678134. Colour Monitor for CPC 464. Will swap green monitor with small amount of money. I live in West Sussex and would like to view. Tel: Nick 0730 814622 Wanted urgently: Penpal, 464 owner, male/female aged 11-14 to exchange games. Write to: mandy Todd, The Bungalow Brickworks Sumpter Way Faversham, Kent, ME13 7NT - and

please hurry.

Penpal wanted, male or female, 11-15 to talk about computers and games and talk in general. Write to Daniel Leddy, 17 Alexandra Road, Swindon, Wiltshire, SN1 1DB. I promise a reply.

Software for Public Domain Library. disk PD for a newsletter. Send £1 to Lower Dexbeer, Pancrasweek Holsworthy, Devon, EX22 7LA or ring Paul 0288 82348.

MP-1 TV Modulator for CPC 464, will pay between £10.00-£15.00. Will pay postage. Tel: 0903 740203 (evenings

6128 (CPC or plus), just the main keyboard with built in disk drive (no monitor or add-ons). Tel: Andrew 0742 368489 (after 4nm)

Wanted for Amstrad CPC 464 any games for exchange or purchase, reasonable prices paid. Tel: Tamzin 0932 865685 (after 6pm).

Software needed! for new PD library Tape or disc. Send software to: 3 nfield Road, Duston, Northampton NN5 6EZ. Send SSAE if you want your work (with free game) returned.

Any of these: CTM644 Monitor, 2400 (+) Baud Modem, multiface, soft 967, soft 968, maxam, 3.5" disk drive, Jonathan, 124 Gosford Road, Armagh, BT60 2DE. Tel: 0861 507265

Wanted for CPC 464 on cassettes games 'Sorcery', 'Rollaround' to buy or swap. Write to Mrs ZJ Gibbs, 3 Woodfield Drive, Sawtry, Huntingdon Cambs, PE17 5TZ.

Public Domain wanted, anything from utilities to games. Please send them to Caernarfons only PD Library, Castle PD. Castle Square, Caernafon, Gueynedd, LLSS 2NN, c/o DJE

Wanted desperately: Rainbird's Advanced Music System on disc (boxed) Will swap for Lemmings and Equinox (the game) both on disc. Tel: Jonathan 0663

744863 (after 4.20pm). Any type of Managerial or Strategy game for 464 cassette, send list and price o Terry Evans, 2 Chiltern Close, Westminster Park, Chester, CH4 7QZ Wanted Illustrated Locoscript by Susan Boders also copies of Amstrad PCW 8000 Plus. Tel: George Fryer 0934 628080 (anytime).

PD software wanted for new tape only
PD library. All contributions returned, 464 PD. 19 Cherry Gardens, Bishops Waltham, Hants, SO3 1SD.

Wanted for Amstrad CPC 464 TU modulator. Will pay any reasonable price Tel: Esther 0843 226800. RT Smith Compendium or any CCS games, Desert Rats, Avalanche, on tape for cash. Write to Mr SN Stone, 158

Braham Drive, Harrogate, West Yorks, HG3 2UB Chess games on disc for 6128 wanted. Tel: Abu 0297 553451 (anytime) or write to 38 Courtenay Drive, Colyton, Devon, EX13 6QB

Urgently wanted Scrap Citizen 120D printer or print head with pins inside, will pay reasonable price. Please phone 0623 660022 (anytime).

Public Domain contacts wanted to swan PD on cassette/3.5" disc. No 3" discs please. Immediate response. Send all your software to Stuart McNaughton, 75 Nightingale Road, Edmonton, London, N9

MP3 TV Tuner for CPC 6128 wanted urgently. Tel: 081 523 2438 or write to Mr M Stow, 12 Pasquier Road, Walthamstow, London, E17 6HB.

Starquake, revolution and Lemmings, all disc, swap for Elite, Switchblade and Space Crusade, all disc. Tel: Tim 0533 628272 (after 4pm). Public Domain wanted, for the Amstrad

6128-664 or 464 with DiscDrive, anything from utilities to games for Arend-Castle PD. Write to : Mr DJ Evans, Castle PD, Castle Hotel, Castle Square, C/fon, Gwynedd, LLSS 2NN.

#### Wanted

Amstrad CPC 6128 colour monito manual, two joysticks, 60 disk games. cassettes, disk inc. Starglider Harrier, Air Sea Supremacy, Pawn Art Studio, excellent condition, bargain at £100. Tel

Gary 0634 370523 (Kent).
6128 Keyboard, offers. Amx mouse and interface £25. Brunword, Elite £45. OCP Art Studio £10. Lots of games plus blank disks £10. All above for £75 the lot. Tel: 0304 831884.

Amstrad CPC 464 with green screen joystick, MP1 adaptor, 64k memory expansion, 40 games, 30 copies o Amstrad Action with cover tapes, £125. Tel: 0772 700319 (after 6pm).

ACU plus CPC Attack mags: March '90 to Oct '92, 40p each plus SAE big enough for the mags to: P Adkins (Mags), 34 Sedgley Close, Abbeydale, Redditch, Worcs, B98 8JP (give alternatives).

Amstrad 6128 colour monitor, joystick, 165 games, programs include North/South, Final Fight, Tasword, AA65-95, all covertages, leads for cassette manual. Also drum kit and GAC, good condition, sell for £225. Tel: Mr Dunn 0274 675904.

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Tel: 0245 260397.

CPC 6128 colour siren 3.5" disk drive Rombox, DTP, art and word processing software, mouse, some AA cassettes, some games, £235 cash, Tel: Andrew

0225 873200 (evenings).

Amstrad CPC 46C with colour monitor, manual, 2 joysticks, lots of games and a few Amstrad Action, excellent condition, £120. Tel: 021 311 1796 (Sutton Coldfield, Birmingham).

Will swan Moonwalker Arkanoid Who Dares Wins 2 and Turican 2 tape 464 for Lemmings or Bart v Space Mutants or Narc or Turtles Coin Op (tape). Tel: Glenr 0795 537942

CPC 464, colour monitor, TV modulator, 2 joy sticks, Lightgun, approx 196 games, oads of AA's, dust covers, cassette racks, worth over £450, bargain at £150. Tel: 071 223 8678 Amstrad CPC 464, colour monitor with over 200 games, and utilities, in perfect

condition, comes with LC-20 printer also. £250 ono. Tel: David 0375 843096 (after school hours please). Romantic Robot Multiface two plus insider for Amstrad CPC 464, 466/6128

with instruction manuals for both, brand new, still boxed, £30. Tel: 0902 630532 (Willenhall, West Midlands). Amstrad CPC 6128 colour monitor, tape

deck, multiface, mouse, second drive, software including Stop Press, Art Studio, games, good condition. Worth £1500, sell £400 ono. Tel: (Cheltenham) 0242 520026 (after 6nm) Amstrad CPC 6128, colour monitor, tape

recorder, manual, AA mags plus covertapes, approx £300 of games, word processors including Mini Office. Will accept £250. Tel: (Kings Lynn) 0553 Amstrad 464 green monitor, games £80.

Amstrad 6128 green monitor, £90. Tel: 0892 523284 AA's 68 to present, ACU March 1991-may 1992. Also many other computer magazines including Zzap 64, Commodore Format, Commodore Force

and many others. Just £1 including any cover cassettes! Write to: Mr D Cockram 9 Frome Gardens, Lowfell, Gateshead, Tyne & Wear, NE9 6UW. DDI with CPM2.2 and interface manual

vgc, £70 ono. 464 keyboard only, vgc, £35ono Tel: Exeter 0392 Amstrad GX4000 with all leads and adaptor plus two joypads and Burning Rubber, £25. Please contact Simon at 9 Raynville Green, Bramley, Leeds, IS13

Chean games on disc and cassette from £1. 6128 and mono monitor £60. 3D construction kit. Sprites Alive, all originals Multiface 2. Send SAE for list to: W Learoyd, 105 Wellstone Avenue, Bramley Leeds, LS13 4EH. Tel: 0532 572154. Amstrad CPC 6128, keyboard, colour monitor, TV converter, radio, clock, desk and loads of games. Also mouse with art package and light pen. £250 ono. Tel: Clive 0442 823072 (W Herts). Amstrad CPC 6128 green monitor,

modulator for 6128, £20. Rombox, £20. Tel: 081 890 1954 Amstrad CPC 6128 in perfect condition with green monitor and MP2 TV modulator. Also includes games, business software and AMX art with mouse. Will sell for around £300. Tel: Dan 0757

second disc drive FDI, £150, MP2

Amstrad 464+, hardly used, mint condition, two cartridges, 20+ tapes, one joypad, one joystick, colour monitor, manual, worth £600+, sell for £250 ono. Tel: Martin 0767 691829 (after 6.30pm). Amstrad CPC 6128 and CPC 464 computers, green screen monitor, advanced art studio, Tasword, Maxam, cassette and disk games, mouse, various Amstrad Action magazines, excellent condition, £150. Tel: 0203 388519. Amstrad CPC 464 with over 150 tane games, mono monitor, TV modulator, manual, joystick only £90 ono. Tel: Sam 0248 351282 (North Wales). Mini Office II (disc) £10. Masterfile III for CPC 6128 £15, Hisoft Pascal 80 £15, Amstrad MP-2 TV modulator £16, all plus p&p. Tel: Alex 0253 53024. Software on disc for CPC singles and compilations from £1.50 each, all genuine. Tel: 021 706 0992 for list.

Continued on page 38

Although this isn't my first appearance in Public

Image, it's my first time writing it. I'll be penning

this particular article from now on so if you want me to review any of your PD or fanzines,

or would just like to write me a letter, then drop

me a line and I'll see what I can do. The

address, as always, is: Public Image, Amstrad

Action, 30 Monmouth Street, Bath BA1 2BW.

**Keith Woods** 

# ublic Image

It's hello and goodbye, as Tim Blackbond hands over the Public Domain reviewing reins to Keith Woods.

## **Crazy Snake**

**Programmers: Fraggle and Duck** Available from: PD Fun (GAM 12), 41 Michaelgate, Kirkby Lonsdale, Via Carnsfoth, Lancashire LA6 2BE.

What, you may well ask, am I doing reviewing yet another snake game? Sure, the PD libraries full of 'em. but haven't enough versions already appeared in these hallowed pages? ('Hallowed pages'? You're just creeping 'cause it's your first issue - Dave.) A-ha, that may be so, but Crazy Snake is a snake game with a difference!

First, for the one or two people who haven't got the foggiest idea what I'm talking about, the basic



This snake obviously ignored his mum's anting to grow up too fast. idea is that you control a snake which has to munch its way through a screen full of diamonds before it can progress to the next. The problem is, your snake's got no brakes, and unless you're quick, you'll find him wriggling his way towards the solid walls surrounding him, contact with which bring him to a very sudden halt.



Snakes are very misunderstood animals.
Perhaps they should take elecution lessons

To make things worse, contact with your own tail is also fatal. This wouldn't be so much of a problem if it wasn't for the fact that with every diamond swallowed, your tail grows, and with so many diamonds to be consumed, the reptile soon assumes extraordinary proportions.

But most of you know all that already. What you probably don't know is that Crazy Snake is the ultimate nake game. In addition to the usual



If you get bored with the game you could ys try spelling out your nar

features, as you progress through the 20 levels, you'll notice that not only does your snake accelerate up to breakneck speeds, he is joined by a wide variety of nasties that are determined to block his path. As well as that, there are different coloured diamonds which stretch his tail to various lengths and a vast array of bonuses to watch out for.

On the presentation front, this game boasts clear, colourful graphics, smooth animation, a whole host of excellent Soundtrakker tunes, full instructions and a permanent scoreboard. What more could you ask for?

There's no doubt about it, this game is head and shoulders above the competition. The only thing is that by its very nature, the gameplay is essentially limited and despite the 20 taxing levels, it lacks long-term playability. However, if you've yet to see a serpent on your screen, then this is the game to get. Keith

## Whack Attack!

Ever played those games in an arcade where you on their heads in the nicest possible way.

sighted, but not stupid). They don't stay above

With 255 speed levels, even the fastest keyboard experts will be shot down in the end. Unfortunately, the gameplay wears very thin when you discover that all you are going to be doing for the next four days is hammering

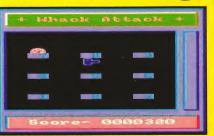


Programmer: David Hall Available from: MPD Software, 23 Nobes Avenue, Bridgemary, Gosport PO13 OHS

have to hash things over the head with a mallet? Then this game'll be familiar. Moles' heads pop up from one of nine holes, and by using the numeric keypad it's up to you to bring your hammer down

Look out, though! Moles aren't stupid (shortground forever; in fact, if just one subterranean mammal emerges and survives, your game ends. It's a good test of the old hand-eye co-ordination.

helpless animals. Tim



digging holes all over yer garden...

## **DigitEditor**

Programmer: Oliver Heggelbacher Available from: DEMON PD, 47 Hilton Avenue, Hall Green, Birmingham B28 OPE

Soundtrakker is a great music program for those who are musically talented. But not everyone's a genius with a piano, are they? Wouldn't it be a lot easier if you could just sample somebody else's hard work and loop that?

I'm going to surprise you now. You can, Out of the many sound digitising programs that have appeared on the CPC, DigitEditor is by far and away the best. When loaded, the main screen gives you the choice of no less than five sub-menus. Throughout these is a library of options allowing sound to be played back at a variety of speeds and volumes, even backwards (you really should hear the subliminal messages on Rolf Harris' version of Stairway To Heaven, you'll never see Australia's finest TV funnyman in the same light again...).

What's more, a massive 16 seconds of sound can be crammed inside the memory limiting the program only by your imagination. Nearly,

Galaxians

Revenge

Barnstaple, N Devon EX31 2AY

Do you ever find yourself sitting in

front of the television on a Sunday

because there really is nothing

afternoon watching Songs of Praise

better to do? The chaps aboard the

SS Galactica are no exceptions to

the Sunday-bug, and so Captain C

Thackery (Space Adventurer), in an

100

attempt to bring a little

excitement to on-board

life started playfully

firing missiles at

groups of aliens

just for the hell of

the aliens decided

to fight back that

And we wonder why aliens have never bothered visiting Earth...

Captain Thackery

it. It was only when

Programmer: KN Khaleque

Available from: GD PD

Software, 49 Woodville.

DigitEditor v1.4 - (C) 1987 Andromeda Soft - written by Oliver Heggelbacher auback using memory from \$3000 to \$4000

Temple Of Love by The Sisters Of Mercy! Unmistakable

Unfortunately, owing to the CPC being only a humble machine, it does have a few limitations. For example, it would be unfair to expect the poor chips to handle Iron Maiden at full blast; the sound quality is a little crackly even with Nick Berry (er, so I've been told...).

For the demo-coder looking for a smart little talky-bit, DigitEditor really is the top dog, but to my knowledge, there are no music programs that allow digitised sound to be incorporated into a tune. Sorry. Tim

-District of the late of the l

TOTAL TOTAL

(Space Adventurer) found

himself in deep trouble

(the aliens didn't find his

excuse that he was driven

to his actions by Songs of

Yes, Galaxians. The ancient arcade game

that took Space Invaders to a new level of

aggression in the early 80s. Well, why pay

money for expensive arcade games when

there's perfectly good products in the Public

Domain? The sprites are

well designed, they move

smoothly and the game

runs at a reasonable speed.

What more could you ever

want? Even though the

repetitive, it still costs 14

Domark, and it's so much

game does get a tad

times less than Super

Space Invaders from

better. Sundays need

never be dull

for a while.

again (well, not

anyway). Tim

Praise very convincing).

1

These Galaxians have been using the same attack formation for years and they're still suffering heavy losses.

600

2000

the other

## **Dizzy Starline** and the Gowong Computers Programmer: S. Mitchell

Available from: PD Fun. 41 Michelgate. Kirkby Lonsdale, Lancs LA6 2BE.

Strange title, huh? Strange game! Intergalactic Gowong Incorporated have a small problem on their hands. There are no less than 49 sectors in one solar system each wanting a consignment of Gowong Computers. No problem, just fly the goods in with the latest hi-tech Space-Warp Drive™.

Problem two: all the computers need to be delivered in 49 days and the WarnDriveTM needs exactly one day to travel from sector-to-sector. Simple - just enough time to get them all delivered and be home in time for the football season.

Problem three: four of the sectors have been promised set days on which the delivery must arrive. No sector can be visited twice and the WarpDrive™ is only a prototype and can only move like a rook chess

The 49 sectors are situated on a 7x7 grid. You must hop around the grid, delivering computers and hoping that you are positioned well enough to get to the deadline sectors on the right standate. There's only one puzzle and very few solutions among the billions of wrong ways to complete the game, so before you give up completely those grey cells are going to get a bit of exercise.

Sadly, when you've completed it, you'll never touch it again. Until then... let's just say Nurofen sales will increase dramatically. Tim



Deliver the goods, keep to deadlines and move in a silly manner. It's rather like being a journalist, in fact...

## Smile again...

Join us next month when, among others, we'll be taking a look at Crown's new Protracker music utility and Jumpmania, a new game from Fraggle, a puzzler starring a Smiley (hang on, didn't we do that last month? - Dave). Nope, this is another puzzle game starring a Smiley.

it they hate December 1993 AMSTRAD

## **BMP Convert**

Programmer: Joker of BENG! Available from Amsof PD (APS 20), Lissanly, Cloyne, Middleton, Ireland.

Wouldn't it be nice to design all your graphics with the power of a PC art package, and then transfer them to your CPC? Or even better. wouldn't it be nice to 'borrow' (ahem!) someone else's PC graphics and use them in your own CPC productions?

Well, thanks to the unstoppable Joker of the even more unstoppable BENG!. you can now do just that. BMP format screen files can be transferred, albeit only ones of no more than 16 colours (there are limits). Unfortunately, even when you do get your



using BMP so that use them on your CPC.



into ones you can display on a CPC.

pictures down to just 16 colours, the program won't convert the colour data, so you have to reprogram The main program

works simply enough. All you

have to do is enter the filename. choose a mode and then specify x and y factors, which must be set to compensate for the PC's higher resolution. In addition, there's an example slideshow and full

Minor grumbles aside, this is a unique program that achieves its purpose very convincingly. And, at the cost of just one sixpack, it's an absolute giveaway! Keith

instructions, which unfortunately are in

German, but are fairly easy to figure out.

Moles? Ppphhh...! Pesky little things.

Amstrad CPC 464 colour monitor plus extras £99 Amstrad games on tape and disk from only 50p. For full list send SAE to: Michael Carter, Bradda, Crowborough Road, Georgeham, North Devon, EX33 1.JZ. Do it now!!

Amstrad CPC 6128 with colour monitor manual, over 75 games plus Mini Office II, also datacorder with leads, £105. Buyer collects, Tel: 0752 367344

Games on disc and cassette CPC 6128 with mono monitor £80.00, lightgun, Speech, Multiface II, Stop Press, Sprites Alive, Mini Office II on disc, send SAE for list. Contact Wayne, 105 Wellstone Avenue, Bramley, Leeds, LS13 4EH. Amstrad 6128 colour monitor, printer disc drive, tape deck, multiface 2. joystick, word processor package, 50 games - disc and tape, all manuals, leads, £150. Tel: Niel 061 789 6693. DDI-1 disc drive and 64k expansion for sale - please ring to arrange prices. Also Advanced Art Studio (tape - £9) and Mini Office II (tape - £4). Tel: 0480 860845. Amstrad CPC 6128 monochrome: 45

games, secon drive (3.5"). MP2 nodulator for use with colour TV. joystick, 20 Amstrad Action magazines, Tasword 6128 word processor, £220 or make me an offer. Tel: Robin 0222 580221, ext 345 (office hours. Amstrad CPC 6128 colour monitor with games, 2nd disc drive, printer, multiface , memory expansion, 2 joysticks, mouse, excellent condition, £250 ono Tel: Matthew Ward (Hull) 564998 (after

Amstrad CPC 6128 colour monitor with games, second disc drive, printer, Multiface 2, a memory expansion, 2 £250 ono. Tel: Matthew 0482 564998

CPC 6128 mono monitor additional 3.5 disk drive, rom box, DMP 2160 printer, all with manuals, some good business software, all in good condition for £200. Tel: 0924 863294

Amstrad CPC 464, 50+ games. loads of AA tapes, colour monitor, mint condition, £150 ono. Tel: 0424 446779 (Hastings on South Coast).

CPC 464 colour monitor, two disc drives 64k RAM expansion, Multiface two, £800 worth of games, many extras, AA magazines, £300 ono, Printer optional Tel: Gordon 0655 82639 (after 5pm).

Address

Ready to go! CPC 6128 (colour), extra ROMS, 3.5" drive, Multiface Soundblaster, many utilities and games £375 ono. For more details, SAE to John Hawkins, 10 Twinwoods, Stevenage, SG1 1RJ or ring 0438 353196.

Disk games - all types 9 individua boxed, £3 each, £25 together. 5 compilations - various prices, 20 formatable blanks, £6 for 10. James Rawling, 3 Elmore Row, Bloxwich, Walsall, WS3 2HR.

Loadsa software on discs and cassettes both serious and games, many titles. ncluding Protext, Elite, Art Studio Lemmings, etc. Send SAE to Paul, 5 Temple-Pattle, Brantham, Manningtree, Essex CO11 1BW for list

Amstrad CPC 6128 with colour monitor and TV modulator. 23 discs containing 42 games, 15 cassettes containing 36 games, joystick, CP/M discs, disc box manual and book. AA magazines, £220 ono. Tel: 0235 526106. Barcode Battler, very good condition, paid £40, sell for £25 ono. Interested?

Tel: James 0827 282193. Amstrad CPC 464+, 64K memory, colour monitor, joypad, joystick, 200+ tapes, 20 Amstrad Action mags, £300 ono, Tel: Andrew 0707 339283 (after

For sale Masterfile III, Mastercalc 128, Protext OCP Art Studio inc Mouse. Multiface two, all for 6128 disk. Tel: Graham 0782 314527 (Stoke). Amstrad 40025 chip (6128 ROM), upgrade for CPC 464 unused, unopened with fitting instructions, 6128 basic commands on 464, £15 ono. Tel: Bruce 0960 373782 (evenings). Amstrad CPC 464 colour monitor, manual, AA's 72-97, covertages and over 100 games, joystick, footpedal, desk, software storage boxes, everything in excellent condition, £220 ono. Tel: Est 0742 619674 (Sheffield).

Amstrad CPC 464 colour monitor, 90 games, £140 ono, Tel: 0279 420619. 3D Construction kit boxed with video and instructions, £10, Advanced Art Studio, boxed, £10. Multiface II with instructions, £20, Tel: Robert 0923 3-inch disks, £1 each, used, hence half usual price, but now blank and formated, limited number, Write only to: D Barrett. 3 Russet Close, Swanmore, Southampton, Hants, SO3 2RU. Amstrad 464, colour monitor, joystick, over £350 worth of games like Titus and Lemmings, etc., a few AA mags with covertages included, great condition and

bargain at only £350 ono. Tel: 0463 81 520.

18 Sega Game Gear games, wide range, all with box and instructions and in very good condition, £15 each ono. Also 4 Master System games, £18 each ono. Tel: 061 969 1847.

Amstrad CPC 464 with green screen monitor, manual, joy sticks, some games, Amsoft word processor, Mini Office II, £65 o.n.o. DMP1 printer with manuel paper, spare ribbons, £45 ono. Lot £95 Tel: Fred 0604 585525 CPC 6128 computer with colour

monitor, tape deck, joysticks, 20 games plus Mini Office II, user manual, computer desk, all very good condition, real bargain at £145 o.n.o. Tel: Tim 081 657 2795 (evenings or weekends).

Amstrad CPC 6128 colour monitor,

modulator, tape recorder, 150+ games disks and tapes, 2 joysticks, Amstrad user manual, 20 Amstrad Action mags, cover tanes, £275 Tel: 0582 503693 (Luton) Original release cassettes inc. Gryzor, Lotus Turbo Challenge, Toma Hawk, Starglider, for sale. Phone for list. Tel: Boger 071 822 3727

Loads of taped original games for sale including Klax, Winter Games, Countdown, Sailing, Miami Cobra; or exchange several for disc based. Also manual Amstrad Microsoft GW-Basic Tel: Rita 081 422 5372.

CPC 6128 with Rombox 5.25" drive, Multiface II. data recorder, disc and cassette software (lots), AA mags (lots). Tel: 0656 768294 (evenings). P.S: Make me an offer. PS: I have a service man as well. CPC 464 colour monitor, manual, 3 years of AA, around 120 tape games, some educational, all fully boxed. excellent condition, the lot for £250 o.n.o. Tel: Gavin (0344) 52680

CPC 6128 colour monitor, over 50+ disks including Mini Office, F16, Lemmings, Trivial Pursuit, over 40+ AA magazines including cover tapes. Joystick, manual dust covers. Mint Condition, £250 Tel: Kevin 0795 530780.

Amstrad PCW8256 Green monitor, printer, spare ribbon, manual, CPM/Systems disc, Locoscript, Locoscript 2 with Spellcheck, Supercall 2 software. five spare discs, upgrading forces sale, £280 o.b.o. Tel: Tracy 0642 533005. DDI-1 disc drive with interface/CP/M disc/manual/26 games £80. Multiface 2 with insider £20. DKTronics 64k memory expansion £25. All as new. Tel: Wolverhampton Tel: 0902 762154. CPC 464 with green monitor, DD1 disk drive, TV modulator, black ash effect computer table, software and manuals, V.G.C., £130 Tel (Cheltenham) 0242 521696

Software! Games, utilities, tapes, disks also lightpen. For list write to: 30 Burnedge Fold Road, Grasscroft Oldham, Lancashire, OL4 4EE, or ring Mark Coverdale 0457 875894. Also Amstrad control pad manual

For sale CPC 464 games. For a catalogue send a stamped address envelope to Steven Williams, 9 Graig, Wen Pen-y-Graig, Llanelli, Dyfed South Wales, SA14 9PB

Science Calculator. Has 16 different features, home progammed. The best for your senior school child, can be used for revision. Interested? Send £2.00. SSAE, Tape/to 32 Crichton Avenue.

Wallington Surrey, SM6 8W CPC 6128 with colour monitor, mirage mager and real time clock peripherals external tape recorder with lead software (including Mini Office 2) on discs, manuals, £140 ono very good condition Tel: Cheltenham - 0242 521696

464 tapes £3 each, Wulfpack Cobra Force Escape Singb's Castle, Spytrek Adventure Quick Draw McGraw, Hong Kong Phooey, includes P&P. Write to: Mr D Gillespie, 439 Killinghall Road, Thombury, Bradford, West Yorkshire, BD2 4SD

Commodore 64 with datasette £50, needs attention. Atari 800XL with datasette and games £50, needs attention. Commodore datasette £25. mmodore 64 manual £5 includes P&P, manual only. Buyer collects equipment. Write to: Mr P Gillespie, 439 Killinghall Road, Thornbury, Bradford,

West Yorkshire, BD2 4SD. Amstrad CPC 6128 without moniter, loads of games/utilities, tape recorder. manual and 20+ magazines. Also Amstrad GX4000 games console with 'Burnin Rubber' and 'Klax', all offers considered Tel: 0480 472923 256K expanision Ram (DK Tronics) with

RSX disc £80. Tel: 0404 441154 (after 6pm) Atari 600XL with two tape recorders eads and powerpack £40 o.n.o. Ask for Alan Tel: 091 5497407 Amstrad CPC 6128 with mono monitor

and modulator, various games and utilities (Mini Office, Money Manager), info books and original manual, £100.00 ono



# Further read

While we're on the subject of fanzines (well, we were 27 pages ago anyway) Dave took the opportunity to write a fanzine review page that wasn't called Zine Scene.

D

#### WACCI

- PRICE: £1.50 • EDITOR: Clive Bellaby
- ADDRESS: 12 Trafalgar Terrace. Long Eaton, NG10 1GP
- CONTENTS:

AMSZINE #

programming tips, how-to guides, in-depth serious reviews and a letter page that just seems to go on and on and on and on an on and on...

**Amszine** 

Row, New Mills, Via Stockport

• PRICE-

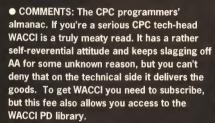
games (er, this sounds familiar)

satisfy your game review hunger

page lay-out and excellent mono screen

● FDITOR: £1

#### • DESIGN: A4. Austere is the first word that springs to mind. Functional and tidy, but hardly the most inviting 'zine.



• READ THIS IF... you can find your way around the intricacies CPC quite happily, but only using the short cuts, and you'd really like to take in a bit more of the scenery, okay?

#### **Alive and Kicking**

- PRICE: £1.20 • EDITOR:
- Lee Rouane • ADDRESS: 3 Causeway House. Kelstedge, Ashover, Chesterfield \$45 ODW.
- CONTENTS: Games, games and more games (and a couple of other things)



FANZINE ROUND-UP (39)

- DESIGN: A4. Without doubt the best-designed CPC fanzine (although the cover's a bit rubbish).
- COMMENTS: None of the games covered are new. and I can't fathom out any logic behind why what gets reviewed gets reviewed, but it's great to dip into and see whether the reviewers' opinions are inspired or a load of drivel (whether they agree with you or not, in other words).
- READ THIS IF... you like reading game reviews.

### **Artificial Intelligence**

- PRICE: 70p
- EDITOR: Tim Blackbond
- Jonathan Brumhead ADDRESS: 19 Lee Street, Liversedge. ADDRESS: Gayton, Laneside Billari's Lealing Public Bonen Moderne.



• CONTENTS: Games, games and more DESIGN: A4 (paper but the pages seem to have been designed for A5). Impressive

• COMMENTS: It's very similar to Alive and Kicking except there isn't as much of it. READ THIS IF... Alive and Kicking doesn't

#### **West Yorkshire** WF15 6DZ

• CONTENTS: 32 pages of just about everything. In fact anything goes. Heavy on reviews, plus user guides, an excellent letters page and adventure stuff, Just about everything, in fact.

#### DESIGN: A5. Shows the impressive results you can achieve with CPC DTP package.

- COMMENTS: Wild, wacky and weird, Al is the funniest fanzine you'll find in these 'ere parts. Tim Blackbond and co-conspirator Rob Smith have produced a fanzine that bursts with the kind of quality Bernard Matthews tries to convince us his chicken breasts have (and might well have - AA's libel lawyer). READ THIS IF... you want a good laugh and
- you don't mind someone taking the mick out the CPC scene occasionally

#### **Potential** Difference

grab reproduction.

- PRICE: 70p
- EDITOR: Chris Goodswen ADDRESS: 47 All Saints Drive, North Wooton, King's Lynn, Norfolk PE30 3RX

● EDITOR: David Crookes

Total sparity expended is emphasized

on libraries, interviews, etc), game reviews

**CPC Undercover** 

ADDRESS: 37 Trimingham Drive.

Brandlesholme, Bury, Lancashire BL8 LJW

CONTENTS: 16 pages

impressively wide agenda

with a leaning towards the

serious side of the CPC.

with news, DTP tips and

related features and tips.

printer reviews plus games-

crammed with an



CONTENTS: Loads of PD (reviews, features

and even, gasp, hang the editor as heretic, non-computer features.

● COMMENTS: The nearest thing the CPC which style takes precedence over contents. It's actually a lot of fun, but quite weird.

#### **CPC Forever** Price: 50p (sort of) **Editor: David Crookes**

- DESIGN: Very distinctive, very different, trying to be stylish and almost succeeding.
- has got to an IQ/Arena-type magazine in
- READ THIS IF... you fancy something a bit, well, different.

#### DESIGN: A5, a bit cramped, but not bad.

- COMMENTS: A bit of a one-man show, with
- David Crookes doing just about everything in the first issue. Although there's nothing that makes Undercover essential reading, it's thoughtfully written and decent browsing material. Its major innovation is that it comes with a coverdisk... sort of. You have to send a disk with your order to get some PD software. Nice try. Basically a sound fanzine that needs time to develop a character (and readership). READ IT IF... a) you're new to the serious
- side of their CPC, b) you want to write for a fanzine and think you could help David out

#### MITERVIEWS Templeogue, Dublin 6W, Ireland. RIGVIDVS **COMMENTS: CPC Forever is a** new concept in fanzines from years, Keith Woods. Owing to

From the man who brought you this... exams) Keith has had to wind up

AF but has promised big things for CPC Forever, which will come out whenever he gets a chance to produce it. The major innovation is that it'll be a freeware fanzine. In other words, Keith doesn't mind if you photocopy issues of the 'zine. If you want to order a copy from Keith directly, however, it'll set you back a mere 50p.

What'll it be like? Well, if it's anything like Keith's last zine Amstrad Fun, it'll be highly opinionated, have a strong bias towards a still-very-active European scene, openly contentious, well-written and not afraid to tell everybody how good it is.

● READ IT IF... you want to know what's happening

abits Dec

Address: 8 Springfield Drive,

the man who's been editing

Amstrad Fun for the last few

publishing pressures (and

on the European scene, but not if you're xenophobic.

ember 1993 AMSTRAD ACTION

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Classification, Tick box:

Write your advertisement here, one word per box. Include your name and phone number if you want them printed.

# Beagion

#### Send your letters to: Reaction, Amstrad Action, 30 Monmouth Street, Bath BA1 2BW



#### **On your marks** cassette, go

I have just read Reaction in AA97 and feel I must respond to Richard Latham's letter, Get It On Tape.

As the librarian for the United Amstrad User Group, I would like to say that we have a comprehensive tape PD library as well as a large disk library. My job is to supply tapeonly PD and I'm kept very busy transferring various disk-based programs to tape. Yes, it does take a long time, but I'm happy to do it. However, at present, I'm getting 20 to 30 requests a week, and I work full-time, so I am

Membership details (£8 per year for the UK) are available from the Membership Secretary, Gordon Wooliscroft, 2 Wrenbeck Drive, Otley, West Yorkshire LS21 2BR. Please enclose an SAE. Richard Duggan.

not able to send back tapes by return of post.

It's strange, y'know, but since that letter was published bemoaning a lack of tape PD we've not only had letters from existing libraries that supply tape-based PD, but we've heard of at least two new libraries setting up that specialise in the stuff. Funny old world, innit? Check out the Amscene Directory on page 7 for more details. Dave.



#### Not so green

It has recently come to my attention that the most fabu... fabuler... fa... great mag in the world is probably not environmentally

**Speech therapy** 

I am writing to ask you if we

Domian megademos on the

can have some Public

AA covertape very soon?

1 I always buy Amstrad Action because of

the covertape and the game reviews and

2 When I had a 128K Speccy Plus 2, I had

program that enables me to type in words

something called NMI3 (No More

Intelligence 3). Is it possible to do

something like this on the CPC464?

3 I would like to get hold of a speech

and to have the program repeat them

4 If you have not reviewed the game

Dalek Attack is it possible to do this?

the covertage for a CPC464 soon?

5 is it possible to put a sampler demo on

I'd like to say a few things.

including voice alterations.

Where could I get it from?

friendly. But why, I hear you cry? Well. are you sitting comfortably? Then I'll begin.

While doing one of the most boring projects for college ever I came across a snippet of info that lead me to this conclusion. The waxy coating on all of the pages of this great

Buy every copy of AA you can afford to give these trees' existence a sense of purpose.

mag means that 29 A3 pages of perfectly good paper cannot be recycled.

But why should people want to throw away their AAs in the first place, I hear you cry? Well, they don't. But as I am sure that you are aware any unwanted/unsold issues of AA are returned to the wholesaler/distributor.

Oh, that's all right, then. NO!

Where do they go from there? The dump? Tip? Furnace, even? I hope not. Please could you explain this to me as I might just have to take up the slack and buy all the unwanted issues... aaarrrrghhh! Michael Wood, Farnborough.

What do you mean, left over copies? Dave



#### Downhill

I've been reading your mag for years and I've seen many changes, but in the last couple of months, I've been annoyed by them.

1 You only put two or three programs on the

Something that does things like music

covertage each month. Take covertage 22 it has six programs; two complete games, two utilities, POKEs, type-ins, etc. Compare it to tape covertape 28. See the difference? Tape 22 is is bound to be worth more than 28 and did they boast it all over the front cover back then? No. So take the hint.

- 2 Since there has been a price rise and the covertage hasn't improved, why not extend the magazine to 70 pages or 80 or even 94 pages just like issue 68, which even had a covertage and was only £2.20? Now that was excellent value for money. Get the message? 3 Why are you charging £7 for overseas orders for Back Issues?
- 4 When you reach issue 100 in December you better have a big celebration, whack two tapes on the cover, chock-a-block with games, etc. And why not bring back memories of 1985 and print the cover of issue 100 the same as issue 1 or have the same format as it did then?

I hope to see an improvement.

Please print my full address in case any Aussie users out there want to be pen-pals. Chris Hine, 1 Valley Vista Road, The Dawn, Gympie, QLD, Australia.

- 1 You want more on the covertape? You've got it. Check out the chunk of plastic on this month's cover. Will that do?
- 2 Issue 68 was nearly three years ago, so you have to take something called inflation you may have heard of it? - into account. Plus the fact that the CPC market has changed and it is much more difficult to find suitable

recording or which would record my voice on some music and play them both back. Stuart Henderson, Birmingham.

- 1 The chances of getting any PD megademos on the covertape are very slim because, basically, they take up so much room on the tape and they don't exactly do very much. One viewing and that's yer lot. Simon suggests that if you want noninteractive sound and pictures you should watch television instead.
- 2 Yes. Why?
- 3 Superior Software produced a program called Speech which did what you wanted but unfortunately, in a severe case of shortsightedness, they stopped doing stuff for the CPC some time ago. So your best bet is to advertise for a second-hand copy in our Reader Ads section. Or if

anyone out there has an unwanted copy. send it to us and we'll pass it on.

4 Dalek Attack was never released on the CPC. Anyway, if you're familiar with the Speccy version stick with that. It was about the best one on any format. It was completely dire on the

C64 and the Amiga. 5 Possible, but not probable. It would take up the whole side of a tape and we're not sure there are enough people out there interested in such a program to make that worthwhile But feel free to write

wrong. Dave

The CPC was spared

excellent bonus to go with the magazine. 3 You try sending a copy of AA with a covertape to Britain in a decent package that won't get mauled by our respective postal

software to put on the tape now. Under the

circumstances. I reckon our tapes are an

services and see how much it costs. 4 If we wanted to put two tapes on the cover we would have to put up the price of the magazine, which we're not convinced is what

most of you want. And as for the cover idea no. Frankly, it wasn't very good, as even the original AA team would agree. Dave

#### It's all in the feet

I'd just ike to add a useful tip to all the R-Type-Bydo-Bashing-Bombing-Laser-

Killing fans out there. Sit yourself comfy in a chair and have your CPC464 computer on the floor by your feet (that is if all **Bvdo Bashers are** using the module MP-1) so when you pick up the force (and make sure you get it on the front) you can use your big toe to release it by pressing the CTRL key.

It will drift back to your ship but stops in front of you about 1.5-inches away. If the CTRL key is pressed again it will come back to you and fasten itself to the front of your ship again. Ghosty, Lancashire.

There must be easier ways. Dave



#### And I'm serious...

Many thanks for publishing my letter in AA97, but I thought I'd reply to set the record

straight. I was not taking the mick. I was serious about the covertage containing Mastercalc and Biff (AA95 - Dave).

Mastercalc is one of the best and easiest to use spreadsheets for the CPC (and it was free). Why else would you spend time and effort over two issues of AA with a tutorial so that readers would be able to understand and make the best use of it?

As for Biff, yes it's a poor Speccy conversion as far as graphics and sound FX go, but (it's a big but) the gameplay is (and that's where it counts) nothing short of magnificent. After all, and I quote your good self and Simon, "You have to be either mad or stinking rich to spend £45 on a game." and I refer to the so-called 'state of the art' 16-bit computers or 32-bit consoles. Yes, and I'll say it again: Biff is - SUPER HUMOUR.

Cheers again, and I MEAN it. And if I dare suggest it, how about selotaping a bottle of bubbly instead of a cassette on to AA100? Ray Hawkins, Bognor Regis.

Ray... hmm... Ray...? You're not the famous Ray afflicted with a sarcastic tone of voice

from The Mary Whitehouse Experience by any chance? No? Okay we believe you. No honestly we do. I mean thanks, really thanks for you really kind comments. We cherish them sooooo much. Oh no! He doesn't believe us. What a personal disaster. Dave



#### **Traitors**

How come you are devoting a full page to advertising Amigas? Every gullible reader

who takes notice and buys an Amiga. thereby getting rid of Arnold, is putting a nail in your coffin - or are you considering switching allegiance? Fred. Manchester.

We don't have gullible readers. They'd never sell off their CPCs (but don't let our advertisers get to hear about that). Dave



#### **Training schedule** I take off my hat to JRN Jack

for his excellent Gamer's Trainer in issue 97. I have a CPC464 and hope that your staff will not be

too busy to reply to anyone who cannot cope with the 6128 commands used. The changes are easy:

I CLEAR INPUT is used in lines 1810. 2220 and 2520. Substitute WHILE INKEY\$<>"": WEND.

I INK is included included in the MOVE command line 3210, so omit it to make the line read: 3210 READ a:MOVE 0.a:DRAW 640,a,1 (though the ink is not needed as the program is in MODE 2).

Please remember that the 646 users are customers because, without us, there would be no magazine, even though the 6128s may be more numerous.

As I have said before, I do not play games but do most Type-Ins, even if I don't keep them. I am 83 with wartime 'not too good' hands so this program can be of help, well worth the time to type.

Something seems to have happened with the line numbers for Venture Forth. Your covertape and article in issue 94 gives details but the line numbers have been altered judging by the article in issue 95. Among other things, 'display room descriptions' has moved from 440/500 to 760/820.

I also think that some of the room descriptions are immature. These two factors do not encourage me to keep my mind on this tutorial. I hope you will correct this in due course. DS Anthes, Dorset.

Over to Simon for this reply:

"First off then, the listings. We're really sorry about the incompatibility on that one, and you can be sure it won't happen again. Thanks for the alterations, by the way.

"As for Venture Forth you'll notice the line numbers changing a lot more in future – the point of the program is that we keep adding to it over the months. We don't expect you to

re-type it every month, though, as a bit of handy work with the RENUM command should see you through the worst of it. Before you do any of that, though, I suggest you take a look at this month's episode, as we've printed the listing so far." Simon



#### Lightguns, poems and odd doodles

Hello, I am a regular reader of Amstrad Action and I'd just like to say thanks and ask a few questions.

Thanks. 1 A while ago someone wrote in who had a

- 464 and wanted a light gun. You suggested the Trojan one you reviewed once. Does this mean that the gun (advertised with Plus Machines and the GX4000) works on normal CPCs?
- 2 I'd like to acknowledge some people I don't know at all:
- a) Joe Hartley a truly funky fellow if ever I saw one.
- b) Rahul Gidha for perseverance.
- c) And my deepest sentiments to Loopy Lou. She's gone.
- 3 Poor old Tim, eh? I liked him.
- 4 Egg.
- 5 A poem? Or not... An ode to AA. We all cry out, YAY! But only if Simon will play. For us one day, He could play with delection, A varied selection. And stick it on AA's Classic Collection.

Anyway, keep up the good work, Dave my man, and ask Simon if he has had any good goose slaughtering sessions recently as it has been a bit dead up at my end. Bob Ivor Nisket, Alresford.

came with Bob's letter - we're not entirely sure why.

1 'Fraid the light gun is a no go on the CPC (and it's not really much of a loss).

- 2 I'm sure they'll appreciate it.
- 3 You knew him?
- 4 Gegs (scrambled eggs).
- **5** Just because delectation doesn't rhyme with selection doesn't mean you can go around truncated words. Dave

#### Violent reaction

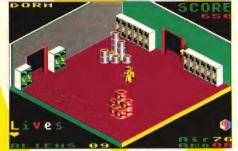
What really gets your goat? Is there something about the CPC world that really gets up your nose. Have you been screaming about it for ages, but only succeeded in annoying the neighbours? Then scream in the right place. That place is here. Violent Reaction is our new Soap Box feature, where you can have a decent rant. Just remember, don't make it personal (there are such things libel laws). don't make it about us (as if it could be) and don't use a pseudonym. Send your rants to: Violent Reaction, Amstrad Action, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Braving the snow-capped mountains of Matlock to the subtle mad drivers and high-rise buildings of Bath, Lee Rouane's postie delivers another wad of excellent advice to those pulling their hair **out over that** seemingly uncrossable bridge, or unbeatable ninia, or invincible warrior, or inedible kebab, or whatever...

#### **Neil Android**

One cheat guaranteed to be of considerable





Come out, come out, wherever you are...



is this the right platform for the Circle Line?

C
E
1
3
D
4
0

GAED 190 -a=VAL("&"+a\$):POKE ·x,a HAGN 200 x=x+1:chk=chk+a:G0T0.180



Alert, alert! Aliens have eaten the walls.

HAAI	210 · IF · chk< >&1EA2 · THEN · GOTO · 430
JAPH	220 · CLS: MODE · 1: WINDOW · #2,1,39,1,5: INK · 1,
	24
IALA	230 · WINDOW · #1,1,39,6,24:CLS · #1:CLS · #2
IACJ	240 BORDER 0: INK 0,0: INK 2,18: INK 3,17
GACG	250 PRINT #2, STRING\$(38, 208)



Oh, the ignominy of it all - snotted to death.

HAKB 530.DATA.00.C7.02.00.00.00.00.00.0C9



The odds were stacked against him. The

LABE

GANE

EAGP

KAOP

JAFK

åΩ.

KAOP

and and the state of the state	down continue and c when the game begins
	it's been don <mark>e right a lit</mark> tle 'C' will app <mark>ear</mark> in the
260 PRINT + #2, TAB(10) "Neil Android Cheat"	bottom right-hand corner to tell you that the
270 PRINT +#2, STRING \$ (38, 210)	Cheat Mode is active.
280 · PRINT · #1 : PRINT · #1	
290 · INPUT · #1, "Infinite · Lives · (Y/N) · > · ", a\$	Short Circuit 2
300 · GOSUB · 440 : IF · a \$ = "Y" · THEN · POKE · & BF31,	
	Paul Marsh of
310·INPUT·#1, "Infinite·Ammo··(Y/N)·)·", a	Colchester
	the state of the s

JAMM 320 GOSUB 440:IF a \$="Y" THEN POKE &BF36, &Ω...

KACL 330 INPUT #1, "Infinite Air (Y/N) -> . ".a JAKJ 340 GOSUB 440: IF a \$="Y" THEN POKE &BF3B.

MABI 350 · CLS · #1: PRINT · #1, "Load · From · Tape/Disc

·(T/D)" EAHJ 360.WHILE.INKEY\$="".

GAAB 370 · IF · INKEY(51) = 0 · THEN · 400

HAON 380 · IF · INKEY(61) = 0 · THEN · CALL · & BFOF EAGB 390 · WEND: GOTO · 360

KAHI 665. '. Merge with Dolphin system

GAHE 670 DATA CD, 0D, A2, CD, 26, A2, 3E

GAAA 680.DATA.01,21,E0,28,CD,30,A2

GAFB 690.DATA.CD,09,A2,CD,20,50,21

GALA 710 DATA AF, 32, 0F, 77, 21, D0, 73

730 · FOR · a = & BE80 · TO · & BEAS

740 · READ · x\$:x=VAL("&"+x\$)

Infinite lives

Follow the instructions at the beginning of this

section before typing in the following POKE.

KADG 670 · '·Merge·with·Dolphin·System

700 DATA a2, 3e, 01, 21, 00

710 . DATA . c0 . cd . 30 . a2 . cd

720 · DATA · 09, a2, 3e, 02, 21

730 · DATA · 40,00, cd, 30, a2

740 DATA af, 32, 9c, 59, 32

750 · DATA · 9d, 59, 3e, ff, 32

760 · DATA · c0 · 3b · 21 · 40 · 00

780 · FOR · x=&BE80 · TO · &BEAA

800 · POKE · x , a : y=y+a : NEXT

770 · DATA · c3,65,a3

FAHK 790 · READ · a\$: a = VAL("&"+a\$)

FABG 810 · IF · y <> & 111C · THEN · 830

EADJ 820 · MODE · 0 : CALL · & 8000

GANO 750 POKE a,x:NEXT:CALL &8000

DAAK 720.DATA.C3.65.A3

760 · CALL · & 8000

Puzznic (Infinite time)

660 · ' · by · ANDY · PRICE

FAGM 690 DATA cd, 0d, a2, cd, 26

FAAM 650 · ' · Puzznic · disk

**Multiface POKE** 

700 · DATA · 00,52,3E,02,CD,30,A2

ABHI 400 · CLS#1:PRINT#1,TAB(3)"Insert · Tape · 30 · Rewound · To · Start"

OAAA 410 PRINT#1:PRINT#1, TAB(7) And Then Pres s · Any · Key"

FAJI 420 · CALL · & BB18 : CALL · & BF00

AAKO 667.

FAHP

FARH

CAHO

770F,00

EANL

EAAP

EAMP

FAFC

FAAE

FAKH

EAGP

DAFO

AAFO 680 . '

KAMN 430 PRINT "Data Error Old Bean ... .": END GAKB 440 a \$ = UPPER \$ (a \$) : RETURN

#### **Multiface Pokes**

<mark>5</mark> 67,00	Infinite Lives
C5C,00	Infinite Ammo
71A,00	Infinite Air

#### Space Mania

Alex Pim from Beaconsfield suggests that for infinite lives and invulnerability you should hold down CONTROL and C when the game begins. If appear in the you that the



That should be some help to anyone's who's hopelessly stuck on the game, mentioning no names, A Wallace of Edinburgh

licence it must

right?) you will

miraculously

be transported

to Level Two.

<mark>be Oce</mark>an,

#### Are vou befuddled listina

Don't panic! There's a full explanation of how to type in listings and what the codes at the beginning of each line mean in the Type-Ins section which starts on page 26.

## **Rik The Roadie** your 'pink doormobile' (well it hardly credits the accolade

Here is another sure to be popular cheat for AA97's game Rik The Roadie. Give

'coach') infinite time and no time loss in the crash scenes with this nifty POKE from Matlock's equivalent of the dreaded '300 kebabs a week' monster. Also, since the tape had no tape-to-disk transfer routine there's one included in the POKE for you. Now then, who said

JAPA 100 · 'Rik · The · Roadie · (AA31) · Cheat JAPP 110 'LRouane For Cheat Mode 4/10/93

that AA wasn't reader-orientated?

## **Getting into** the right mode

Stuck on a game? Or perhaps you've found a cheat or hint that you reckon other people should know about? Either way, if you want to get into the 'Cheat Mode' the address you need is: Cheat Mode, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW.

## Five cheat listings for the price of one...

ive a big hand to the incredible Andy Price. What would Cheat Mode do without this man's continuous quest to defeat every protection system know to man. This time he provides us with a mouthwatering five-cheats listing. First, type in the main listing and save it. Then pick the cheat that you want and type that out. Then either merge the two or type the cheat directly after the main listing.

MALL 1.'. Speedlock.Disc.Decryption.System HAIC 2.'....\*\*\* DOLPHIN System \*\*\* AAKH 3.7

EAFF 4.'.by.ANDY.PRICE

LAOI 5.'.Ocean.disk.loaders.(8k.sectors) GAGI 6.'.Try.again.Ocean!!!!

AAOH 7.7 HAEA 10.DATA.21.0E.80,11.09,A2.01.00,16C HAEG 20.DATA.02,ED,B0,C3,80,BE,1E,06,3C4 HAFF 30 DATA 18,08,F3,1E,65,01,7E,FA,30F HANI 40.DATA.ED,59,06,F5,ED,78,1F,38,3FD HAHI 50 DATA FB, ED, 78, 1F, 30, FB, 1D, 20, 3E7 HAEH 60 · DATA · F1, F3, C9, 0E, C8, 21, A0, A3, 4E7 HABF 70.DATA.16,00,C3,8E,A2,4F,DD,21,356 HAFG 80.DATA.A0,A3,DD,7E,00,B9,28,0A,389 HALG 90.DATA.DD,23,DD,23,DD,23,DD,23,400 HAFT 100 · DATA · 18, F0, DD, 56, 01, DD, 5E, 02, 379 HAHG 110 · DATA · DD , 46 , 03 , 3E , 19 , 93 , B8 , 38 , 300 HAKH 120 · DATA · 07, 7B, 80, 3D, 4F, C3, 74, A2, 367 HAOL 130 · DATA · 0E · 18 · C5 · F5 · E5 · D5 · CD · 74 · 4DB HAKI 140 · DATA · A2, D1, E1, F1, C1, SF, 78, 93, 570 HARG 150 · DATA · 47, 7C, 83, 67, 1E, 01, 14, 18, 1F8

HACL 160 DATA DA, 3E, 4C, 32, 7E, A3, 3E, 06, 2FB

170 · DATA · 32,83,A3,79,1D,93,32,1C,2CF

180 · DATA · A3, 7B, 32, 07, A3, 1E, C1, 4B, 324

HAGG 200.DATA.32,80,A3,22,BD,A2,7B,32,383 HAHF 210.DATA.82,A3,79,32,84,A3,11,7A,382 HACK 220 DATA A3, CD, D7, A2, 3A, 97, A3, B7, 514 HAHI 230 DATA 20, F4, 11, 74, A3, CD, C1, A2, 46C HAGI 240 DATA 11,74,43,CD,D7,42,11,7D,402 HAPJ 250.DATA.A3,21,91,AC,18,1E,CD,D2,3D6 260 DATA A2, 11, 78, A3, CD, D7, A2, 21, 435 HAIJ 270 DATA 97. A3. CB. 6E. 28. F3. C9. 01. 458 HAHF 280 DATA SF, A3, 18, 0B, 01, 47, A3, 21, 231 HACH 290 DATA 97, A3, 18, 03, 01, 10, A3, ED, 2F6 HAEF 300 DATA 43,09, A3,1A,47,C5,13,1A,242 HAGK 310 DATA 01, 7E, FB, F5, ED, 78, 87, 30, 48B HACP 320 DATA FB, FA, EF, A2, F1, OC, ED, 79, 5E9 330 DATA 06,08,10,FE,C1,10,E6,01,2D4 HAFG 340 DATA · 7E, FB, 11,00,00,C3,47,AC,340 HADH 350 DATA OC, ED, 78, 0D, 1B, ED, 78, F2, 3F0 HAMG 360 DATA 10, A3, 7A, B3, C2, 0B, A3, 11, 361 HARC 370 DATA 00,00,00,ED,78,77,0D,23,218 380 DATA 1B.7A.B3.CA.3A.A3.ED.78.454 HAGI 390 DATA F2,29, A3, E6, 20, C2, 1D, A3, 446 400 DATA C3,44, A3,0C,ED,78,0D,ED,415 HAGH 410.DATA.78,F2,3A,A3,E6,20,C2,36,445 HAJJ 420 DATA A3,21,97,A3,ED,78,FE,C0,521 430 DATA 38.FA.OC.ED.78.77.0D.23.34A HAFL 440 DATA 3E,05,3D,20,FD,ED,78,E6,3E8 HAAK 450 DATA 10,20,E9,C9,ED,78,F2,5F,498 HAJM 460 DATA A3, C9, D9, 01, 7E, FA, ED, 49, 4F4 470 DATA 01,8D,7F,ED,49,AF,08,D9,3D3 480 DATA E9.03.0F.00.00.01.08.02.106 HAFE 490.DATA.4A,00,09,4C,00,00,00,C8,167 500.DATA.02,C8,2A,FF,00,07,0C,0F,215

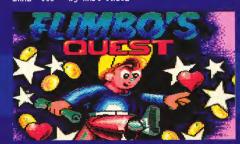
HALB 510.DATA.00,03,04,06,01,02,0E,00,01E

HAAC 520.DATA.00,16,15,99,48,00,00,00,10C

GADO 540 DATA 00,00,00,00,00,00,00,00,00 OACC 550 m= 8:a=&8000:1= 10:WHILE 14:550:GOSU B - 560 : WEND : GOTO - 600 560 cs=0:FOR x=1 TO m:READ v\$:v=VAL("&"+ LALH 570 cs=cs+v:a=a+1:NEXT:READ c\$:c=VAL("&" OALK 580 · IF · c() cs · THEN · PRINT" Data · error · in · li ne.",1:END EAJH 590 · 1 = 1 + 10 : RETURN IAPG 600 MODE : 1: INK : 0,13: INK : 1,0: BORDER : 15 KAAL 610 PRINT"Insert game disc, then"; KAMI 620 PRINT" press any key..":CALL &BB18 630 - 1 GALO 640. '. Cheats.goes.here

#### Flimbo's Quest (Infinite lives)

Follow all the instructions at the start of this section before typing in the following POKE. GAHC 650 · ' · Flimbo's · Quest 660 · ' · bu · ANDY · PRICE



He looks a right young lout if you ask me.



Play Puzznic at your leisure with Cheat Mode's patented infinite time POKE.

HACL 830 PRINT"Error in cheat" GAKJ 840 · PRINT"y=",y:CLEAR:END

#### **Multiface POKE**

599C.00 Stops clock 599D,00 Do both POKEs 3BC0,00 Lots of retries

#### Monty Python (Infinite lives)

Follow the instructions at the beginning of this section before typing in the following POKE. LAHG 650 · '. Monty · Python's · Flying · Circus

EANL 660 · ' · by · ANDY · PRICE KADG 670. '. Merge. with. Dolphin. System

AAFO 680 · '

FAFK 690 DATA CD, 0D, A2, CD, 26, A2 FAJF 700.DATA.3E,02,21,00,80,CD FAPH 710.DATA.30,A2,CD,09,A2,3E

720 · DATA · 01,21,00,40,CD,30 FAJF 730 DATA A2, 3E, 03, 21, 00, 3E

FAII 740 DATA CD, 30, A2, D9, 01, 7E FAMI 750 DATA FA, ED, 49, F3, 31,00

FAIF 760 DATA CO, CD, 00, 80, 21,00 FAOC 770 DATA 40.11.00.00.01.00 FAIJ 780 DATA 40, ED, B0, 21, C7, BE FACC 790 DATA 11,40,00,01,32,00 FAGG 800 DATA ED, B0, C3, 40, 00, 21 FABF 810 DATA 00, 3E, 11,00, BE, 01 FAAH 820.DATA.80.01.ED.B0.01.8C FAAL 830.DATA.7F,ED,49,AF,08,D9 FANG 840.DATA.21,5D,00,22,1C,BE FAHI 850 DATA 21,00, BE, E9, AF, 32 FALI 860 DATA 88, A3, C3, AD, 74,00 FAGK 870 FOR ·x=&BE80 · TO ·&BEEA FAHK 880 · READ · a\$: a = VAL("&"+a\$) GADI 890 POKE ·x,a:y=y+a:NEXT FANF 900 · IF · y <> &2871 · THEN · 920 CAEO 910 · CALL · & 8000 HACL 920 PRINT"Error in cheat"

#### **Multiface POKEs**

Infinite lives Fewer enemies



Have you got your fish licence for this game? ge, nudge, wink wink, know what I mean?

# The Manie multipoke mania zone

Thwarting every effort to forcibly remove them from this section of the mag. Archie Fulton, Tony Parker, Donna Packer and Alex Cochrane still

Game	Format	Poke, Address	Effe
Moon Walker (TP)	Tape	T7739,A7	Infinite live
		777A,A7	Stops time
Builderland (DP)	Tape	43AA,A7	Infinite live
Neil Android (TP)	Tape	5567,00	Infinite live
Potsworth & Co (DP)	Таре	5117,A7	Infinite energ
Edd The Duck (TP)	Tape	1039,A7	Invulnerabili
Skweek (AF)	Tape	72B2,00	Infinite life (2 Player
		72A0,C9	Invulnerabili
		8813,00	No enemic

you want to join the fray write in with any POKEs you've discovered to Cheat Mode, Amstrad Action, Future Publishing, 30 Monmouth Street,

R-Type (AF)	Disk	91A1,C9	Invulnerability
		91A6,00	Infinite lives
		9234,A7	Infinite credits
		9AA9,00	Extra firepower
Dizzy Dice (AC)	Tape/disk	1515,09	999 credits
		1516,09	Do all three
		1517,09	POKEs for 999 credits
Supercars 128k (AC)	Disk	06E4,99	Lots of money
		06E5,99	Do both POKEs
Rasputin (AF)	Disk	OEOC,C9	Infinite life force

HAOG 270 · IF · chk()&3244 · THEN · GOTO · 470

GALI 300 BORDER 0: INK 0.0: INK 1.18

· & · Transfer"

EADL 340 · PRINT#1: PRINT#1

FAAH 390 · ON · a · GOTO · 410 · 430 · 450

·Disc·With·40K·Free"

erred)

CAHK 400-GOTO-280

CALL-&89

CALL: &SØ

CALL: 862

ound . To . Start"

h.File.RIK.On"

END

ABCP

HAGI 280 . CLS: MODE . 1: WINDOW . #2.1.39.1.5

310 · PRINT · #2, STRING\$(38, 208)

HAIO 330 PEN · 1: PRINT · #2, STRING\$ (38, 210) ·

IABB 290 · WINDOW · #1,1,39,6,24:CLS · #1:CLS · #2

PAOA 320 PRINT +#2, TAB(4) "Rik The Roadie Cheat

LANA 350 PRINT #1, "1. Transfer Game To Disc"

NAKM 370 PRINT #1, "3. Disc Cheat (Once Transf

KADM 380 a=0:WHILE a=0:a\$=INKEY\$:a=VAL(a\$):W

410 · CLS#1: PRINT#1, TAB(2) "Insert · Tape · And

420 PRINT#1, TAB(10) Then Press Any Key":

440 PRINT#1, TAB(11) Then Press Any Key":

460 PRINT#1.TAB(11) Then Press Any Key":

PAPC 450 · CLS#1: PRINT#1, TAB(6) "Insert · Disc · Wit

MAMK 470 · CLS#1: PRINT · "Data · Error · Old · Bean · . . .

KAPD 360 PRINT #1. "2. Tape Cheat Version"

LAKB	130 · DATA · CD, 18, BB, 21, 00, 01, 11, 87, A6, 3E, F
	2,CD,A1,BC,C3
KABO	140·DATA·BE,00,00,CD,18,BB,11,00,01,21,8
	7,A6,0E,07,CD
KAIO	150 DATA · CE, BC, 21, C9, 00, CD, 76, 00, 11, 00, 0
	1,06,07,D5,CD
LAOI	160 · DATA · 77, BC, E1, CD, 83, BC, CD, 7A, BC, C3, B
	E,00,CD,18,BB

- KAKL 170 DATA 21,00,01,11,87,46,3E,F2,CD,41,B C.11.00.01.21 180 · DATA · 87, A6, 0E, 07, CD, CE, BC, 06, 07, 21, C 9.00.11.00.C0
- 190 DATA CD. 8C. BC. 21.00.01.11.87.46.01.0 0,01,3E,02,CD
- LABB 200.DATA.98,BC,CD,8F,BC,3E,00,32,BA,07,3 2.B2.07.C3.00
- KAPG 210.DATA.01,72,69,6B,2E,62,69,6E,00,00,0 0,00,00,00,00 CAPM 220.DATA.LCR

**Operation Thunderbolt** 

Follow the instructions at the beginning of this

They were ready for anything. Apart from an

invasion of mutant greek yoghurts, perhaps.

LAJC 650 · · · Operation · Thunderbolt · disk

KADG 670 · ' · Merge · with · Dolphin · System

700 DATA a2, 3e, 02, 21,00

720 · DATA · 09, a2, 3e, 03, 21

740 DATA af, 32, 62, 53, 21

760 · FOR · x = & BE80 · TO · & BEA2

780 · POKE · x , a : y=y+a : NEXT FAKE 790 · IF · u < > & D 2D · THEN · 810

660.'.bu.ANDY.PRICE

FAGM 690 DATA cd, 0d, a2, cd, 26

FAJL 710.DATA.c0,cd,30,a2,cd

FACC 730.DATA.00,01,cd,30,a2

FARA 750 DATA 00 60 c3 65 a3

FAFK 770 · READ · a\$:a=UAL("&"+a\$)

AAFO 680.

TAITO

section before typing in the following POKE.

DACN 230 · chk=0:x=&50

(Infinite credits)

ocean

AAKN 120."

# BIES THE BUSIDES TIME: 6:00 SCORE DODODOSI SPEED: 122MPH DISTANCE 0121

THE REPORT OF THE PARTY OF THE

That pink doormobile is just sooo rock'n'roll. I bet it's got leopardskin seat covers as well.

- JAPE 240 READ a\$: IF a\$="LCR" THEN 270 ELSE 25
- GABD 250 a=VAL("&"+a\$):POKE x,a
- HAJN 260 x=x+1; chk=chk+a; GOTO 240
- ABKA 430 · CLS#1: PRINT#1, TAB(6) "Insert · Tape · Rew EABJ 800 · MODE · 0 : CALL · & 8000
- HAAL 810 PRINT"Error in cheat" FALB 820 · CLEAR: LIST · 650-750

5362.00

Infinite Credits

### **Super Off-Road Racer**

Follow the instructions at the beginning of this section before typing in the following POKE. And get a load of this, he's added some game code that'll enable you to keep your finger on the boost button for automatic constant boost.

AAFO 680 . CAFT

700 · DATA · 3e , 01 , 21 , 00 , c0 , cd FADO 710 DATA 30, a2, cd, 09, a2, 3e GAPB

FAEL 730.DATA.a2.3e.03.21.00.c0 GAGF 740 DATA cd, 30, a2, af, 32, 8d

750.DATA.67.32.65.e2.32.66 760·DATA·e2,32,67,e2,3e,c9

FABJ 770 DATA 32, d6,71,21,00,c0 780 · DATA · c3,65,a3 FALJ 790 · FOR · x = & BE 80 · TO · & BEB8

800 · READ · a \$ : a = VAL("&"+a \$) FAPJ GALH 810 POKE x, a: y=y+a: NEXT

FAAG 820 IF · y <> & 1791 · THEN · 850 IACD 830 · MODE · 0 : PRINT "Press · a · key"

840 · CALL · &BB18 : CALL · &8000 HAEL 850 PRINT"Error in cheat"

## ..":END

Multiface POKES 07BA,00 Infinite time in crash scenes 07B2,00 Infinite time

HANJ 650 · ' · Super · Off · Road · Disk EANL 660.'.by.ANDY.PRICE

KADG 670. '. Merge. with. Dolphin. System

690 · DATA · cd . Od . a2 . cd . 26 . a2

1 Make sure that you've got a Multiface plugged into the back of your CPC; it helps. FAII 720 DATA 02,21,00,19,cd,30 2 Load the game as normal.

**3** Press the RED button on the Multiface.

**Poking the** 

multiface way

4 Press 'T' for tool.

5 Press '\*' to select the code.

6 Press 'H' for HEXADECIMAL input. 7 Press 'SPACE' for input.

8 Type in the ADDRESS (ie, 3A7C) 9 Type in the POKE (ie. A7)

10 Press 'RETURN'

11 If there's more than one poke go to 7.

12 Press 'ESC' back to the menu. 13 Press 'R' to return to the game

#### **ROMBO DISCOUNTS**

#### **ROMBO ROMBOARD**

Now only £25.00

The most widely used of all Romboards. sockets; on/off switch for each; high 8 o low 8 ROM slots selectable; facility for a ZIF socket or 16k RAMROM

DISCOUNTS

20% - with the Dual-Mode Drive 10% - with ROM software valued at £20 or more.

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Programs 8k and 16k, 12.5v and 21 eproms; full eprom, part eprom and single byte programming; ROM file editing Supplied with easy to use menu driven Sohware, PD games ROM file, utilities to turn

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32k of RAM in two 16k blocks. Each behaves like a ROM, surviving resets, when loaded with ROM software. Ideal for testing ROM programs without the need to blow

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Now only £65.00 Captures video pictures from a video recor camera or TV with 'video out' to computer emory. Manipulate pictures, save to disc, us

in programs, print out, etc.

#### ROMONOFF SWITCH - £7.95

Connects to the expansion port to turn all external ROMs OFF or ON as needed. Not

## 3.5" drives do - and more besides! CHECK OUT THESE FEATURES:-

MODE 2: Full, unimpeded use with Rodos, Ramdos, Romdos and Romdos XI, giving up to 800k per disc without the need to use the SIDE SWITCH. The statement elsewhere that "other drives... will only allow you to access 400k at a time" is a lie as many who have resorted to adding their own side switch to inferior drives can confirm. Full use of MS800, the no.1 high capacity formatter - 800k per disc at 400k per side.

Now includes 22DISK - the No. 1 CPC/PC/CPC file

Also includes:-

\* M5800 on disc \* M5800 on ROM

\* 10 blank discs \* carriage

Our superior drives do everything that all other

capacity formatter - 800k per disc at 400k per side.

MODE 1: works as a complete alternative to the FD1 B drive
180k per side. Without the side switch, mode 1 is not possible.

OVERALL: Ultra quiet mechanism, the type used in most
professional computers; super small; separate power supply;
sleek metal case. You need to buy nothing else to use your drive
immediately. MS800 is supplied on disc and ROM whether or
not you have a Romboard - see the ROMBO DISCOUNTS.

464 PLUS 1st drive - see this ad. Old 464 1st drive - not suitable.

Please state your computer model

MS800 is the number one high capacity formatter, allowing up to 800k storage per 3.5" disc. It is the ONIY one that doesn't need to be present for its discs to be used, the ONIY one that is compatible with all software including CPM, the ONIY one that uses no memory whatsoever, the ONIY one that can use its discs in drive A (ABBA switch users, please note), the ONIY one that pease lively, the Orline and International Pease and I MS800 disc or ROM MS800 disc and ROM. 14 95

complete

**28 BELMONT AVENUE** BRADFORD BD12 OPA

ROM for disc owners (proof needed).

**CREDIT CARDS** ACCEPTED

## 464 PLUS 1st DRIVE - E120

**BONZO SUPER MEDDLER** eptionally good tape to disc transfer utility, ver ge on-disc database of verified transfers

#### RONZO BLITZ

nsfers all varieties of SPFFDLOCK tapes on sc, producing stand-alone transfers. Co tabase of verified transfers. Includes 4 adv

#### BONZO'S FLASHPACK

ver 60 additions to Basic, some very powerful. Ish Basic's commands can be used within your

\* \* SPECIAL \* \* sent for the programs 8128 circuit board - only £45 ully populated, including the disc

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interface and 128k memory, Ideal for most comprehen converting a 464 to an actual 6128. isc utility dvallable for the CPC. All features work with Amsdos, CPM, Ramdos and Romdos, ncludes:- disc/file copy, disc optimise, CAT inc. rased files, restore erased files, disc editor and

#### **BONZO'S BIG BATCH**

ast, flexible Database; superb pools predicte en and sprite designe

SUPER MEDDLER	13
BLITZ	3
FLASHPACK	9
BIG BATCH	
MAXIDOS	
22 DISK PC/CPC/PC transfers	

## **ROM SOFTWARE**

	PD GAMES R 6128 UPGRA Supplied with	full fitting	instructions	£2	4.9
	6128 LIPGP	DE PON	4	~	0.0
	PD GAMES R	OM 12 c	iames)	t	3.50
	PROMERGE	£25	MAXAM	1.5	£2:
1	PROSPELL	£25	MAXAM		£3
	PROTEXT	£30	UTOPIA		£2.

MAJOR

SIDE SWITCH (kit). SIDE SWITCH (plug-on).
ABBA & SIDE combined .14.95 10 for 20.00 " Amsoft discs .. 5" discs......10 for £7.50;....30 individual disc cases ............10 5" locking disc box (holds 40) ..... 64k DkTronics RAM PACK. 39 9

The ABBA switch swaps the A and B drives around; the 3rd DRIVE SWITCH allows a 2nd B drive to be connected; the SIDE SWITCH converts inferior drives to Dual-Mode

opening type.

**RS-232** £39.95

### with COMMS software

his is the device that connects to the CPC r Plus computer to allow it to connect to he telephone, via a modem, or to anothe omputer. It has 2 channels and can be connected to 2 different peripherals, e.g a serial printer and a modem. It has the same designer as the PACE RE-232 and

#### 464/6128 PLUS

Low cost INTERNAL disc/memory upgrades

D.I.Y. Done kit by us 15.00 25.00 30.00 40.00 6128 plus Tape port 18.00 30.00

Includes the REMOTE facility.

Does not include a tape recorde

\* Please write or phone for details before sending your computer.

# WITHE FINAL CLEARANCE!

When the MULTIFACE was launched in 1986, it was an outright winner. No one has ever come up with such a powerful, useful add-on. Labeled the ESSENTIAL CPC COMPANION, this MULTIpurpose interFACE proved to be an absolute Godsend for the Amstrad CPC users. Remember the first disk drive on the CPC 464? Suddenly the loading took seconds rather than minutes from tapes. Except that there was not much to load - very little had originally been released on disks and there was no facility to transfer programs from tapes to disks.

#### THE SAVIOUR

This is one area where the MULTIFACE saved everything - literally. The black magic box could stop anything any time and SAVE it to disk or tape. When the 6128 came with a built-in drive. it was left again to the MULTIFACE to do all the transferring - and to perform other miracles... So, in case you just came from Mars, what does a MULTIFACE do? First, it sits at the back of your CPC, its magic button always ready. Press it, and the MULTIFACE takes control!

#### ACTION!

Once in action, it freezes everything and it lisplays its own menu. Being fully menu-driven and error-trapped, you'll probably never need the full manual that comes with the MULTIFACE Most operations are also entirely AUTOMATIC. so to SAVE a game once you stopped it, you ust name it, insert disk/tape, and press a key. You can then *return* and *continue* the program. lf you get beaten later on, just reload from where you saved last and play just from there again! No need to go back to the start all the time. Or even better, the Multiface allows you to POKE

#### INFINITE LIVES

sted in this magazine and you'll never loose he Multiface comes with a built-in TOOLKIT hat lets you inspect/alter/dump the CPC RAM t also has its own 8K RAM and 8K ROM. Many top programs were written with the aid of the TOOLKIT and the extra 8K RAM. And do you like the screen shots in this magazine? They are all produced using the MULTIFACE!

When we announced earlier that we were to pull out of the 8-bit market, the surge of interest in the MULTIFACE was such, that we had to make many more. And not just the MULTIFACE we also have the one and only disassembler,

#### THE INSIDER

that lets you see and alter what happens any time anywhere inside a RUNNING CPC program. It comes on a disk and loads inside a MULTIFACE. Press the magic button and the INSIDER will disassemble, find text/code, dump the CPC RAM to printer, etc. Get it at HALF-PRICE for £7.95!

#### LAST CHANCE!

As this goes to press, we still have enough stock of both the MULTIFACE and INSIDER. This, however, is our final clearance and once these are sold, we will NOT make any more. The MULTIFACE is terrific value, in fact more for the customer than for the manufacturer... We will only accept orders when we can supply the goods and we give a full guarantee. Plus we still offer up to £10 OFF! mail orders!

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ROMANTIC ROBOT, 54 Deanscroft Ave, London NW9 8EN 🛣 24 hrs 🗻 🚥 081-200 8870 🛣 AA

# The Examiner

He trudged across the vast plain. He was lost and utterly alone, with no water, no food and no bus pass. His only hope... his last hope... was that he was just a character in an adventure, and whoever was playing the darned thing had the good sense to read Debby Howard's pages in AA...

## - Danger: Adventurer At Work

Tape: £2/disk £4. WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Cheques/POs payable to: JG Pancott.

Hey, Brechtian alienisation or what? In this adventure you play the part of an adventurer, and you're desperately looking for a quiet place to hide so that you can play your adventures to your heart's content - now that's something I can really relate to. It was written by Simon Avery, using The Quill and is a text-only adventure. Danger Adventurer At Work 2 has also been released and was reviewed in AA89.

Lots of the characters in Danger: Adventurer At Work are based on people in the CPC scene. I wonder who the woman on the beach is supposed to be?

Although this adventure has been out for some time, somehow it slipped the AA reviewing net, and since, in my opinion, it is one of Simon's best adventures, I feel that it's well worth correcting this oversight.

Personally, I think Danger is irresistible and quite challenging. The puzzles themselves are pitched at just the right level, not too easy an not too hard, making it an ideal choice for anyone looking for a game they can immerse themselves in for an hour or two.

There are loads of characters you'll bump into, and if you're perceptive you might notice that many of them bear certain similarities with

> personalities on the Amstrad scene, such as the witch hanging around looking thoroughly miserable who is obviously... (we'll stop it there, thank you - AA's libel lawver). Unfortunately unless you are familiar with them the jokes will go straight your head.

> Nevertheless there's plenty of the usual, less in-jokey humour associated with Simon's games, which I'm sure you will enjoy. If you're lucky enough to make it to the beach, be very nice to the young lady with the inner tube that you find there, as it is supposed to be ME! You will also come across certain parts of the body like a left leg, and you end up wondering who the hell wouldn't miss their one of legs?

> It's not an adventure that will have you stuck for ages; most of the puzzles are quite logical, but there is a point of no return, and if you haven't got the right object with you I'm afraid it's back to the beginning, so make sure that you save frequently!

The price seems reasonable enough, making Danger an ideal adventure for anyone looking for a game that's not too heavy, but not a doddle, either.

## **Lords & Ladies** of Adventure



hey're like the masons. Or the Worshippful Company of Coopers. You wouldn't recognise them in the street but these people belong to a an ancient brotherhood with traditions and rites that stretch back... oooh, at least eight years (since Amstrad Action started, spookily enough).

The Lords and Ladies of Adventure are people who have finished adventures and who are willing to share their knowledge and experiences with anyone stuck on those adventures. Theirs is a truly worthy cause.

So if you are stuck on one of the games listed below, these kind souls are willing to help you. Please remember, if there is an address to write to, enclose an SAE with your enquiry and DON'T ask for a full solution, otherwise you might be disappointed.

- Just about every CPC adventure ever written - Joan Pancott 2 (0305) 784155 between 1pm and 10pm.
- Adult 2, Can I Cheat Death? Dungeon, Firestone, Jason & The Argonauts, Spacy, Tizpan, Welladay - Stuart Mainland, 2 Douglas Road, Coylton, Ayr, KA6 6JJ.
- Avon, Forest At World's End, Hollywood Hyjinx, Kobyashi Naru, Mordon's Quest, Scapeghost - Angela Allum, 22 Point Royal, Bracknell, RG12 7HH.
- Knightmare, Kobyashi Naru, Rebel Planet, Who's Afraid Of The Balrog? - Ross Younger, 3 Cammo Parkway, Edinburgh, EH4 8EP.
- 0684 274232 (evenings).
- If you've finished an adventure and you feel like giving someone else some help with it (and letting everyone know what a clever clogs you are) you can become a Lord or Lady of adventure simply by writing in to: Lords and Ladies, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. It could change your life (probably).

## The Same day See Letters The Same of the S

#### Dear Debby

I have played several adventures written by Simon Avery, and I have enjoyed them immensely. I was hoping to play every one he has released as I think that he is brilliant, but I'm not sure of all the adventures to his credit. Would it be possible to give a list of them all? David Dumas, Nairn.

No sooner said than done David. Simon has used several aliases such as Michael Hunt. Justin Thyme and Grimwold which I have included into the list as well.

#### Games Written By Simon Avery Up To March 1993 using The Quill:

- Public Domain: Roog\*, Welladay, Doomlords I, Doomlords II, Doomlords III, Can I Cheat Death? Adult II, Boredom, Spacy, Dungeon, Firestone, Jason And The Argonauts, Tizpan Lord Of The Jungle. Labyrinth, Public Domain Library Blues and House Out Of Town.
- Commercial Adventures: Magician's Apprentice, Total Reality Delusion (TRD), Prison Blues, Danger Adventurer At Work I. Danger Adventurer At Work II, A Thief's Tale I, A Thief's Tale II, A Thief's Tale III, Gerbil Riot Of '67. A Day In The Life Of A Tupperware Salesman. A Day In The Life Of A Tupperware Salesman 2, Merlin I, Merlin II, Pre-History, and Grimwold's Big Adventure.
- \*This game has also been released as an Adlan re-write. Debby

#### Dear Debby,

I've read a lot about Quilled/GACed/ PAWed adventures in reviews recently. and as I'm new to adventuring I was wondering whether you can explain to me what they mean? A Picksford, Surrey.

They are all databases on which adventures are created. GAC (Graphic Adventure Creator) has actually been on one of AA's covertages; to get a better understanding of what I am talking about dig out tape 10 and have a look yourself. Basically what you do is type in the information that structures your adventures and the program will compile it for you and save out a playable adventure. It's more complicated than that but that's a brief description of what they do. Debby

#### Dear Debby.

Are you going to award honourary titles such as HPilg and HBalg like your predecessors have done? Arnold Jones, Wales.

Sounds like a great idea, perhaps someone could come up with a suitable title that I can award people who have excelled themselves on the Amstrad adventure scene? Debby

# Give us a clue

30 Monmouth Street, Bath, Avon BA1 2BW This month's tips come from: Malcolm Dowse (Co. Dublin), Jonathan Hoey (Co. Down) and Phill Ramsay (Manchester), all of whom are awarded honourary membership to the Give Us A Clue Club (which I've just made up).

### Five On A Treasure Island • The light the fire: Eat the cake (found in the

- pantry) and you will drop some crumbs. Take them to the Round Tower. Drop them again and the jackdaws will knock down some sticks. Drop them in the Whole Room. Unwrap the Drop them in the Whole Room. Unwrap the sandwiches, light the paper and light the sticks the pocket money behind too (you won't be with the paper. (WARNING: Do not light the fire needing it). before you get a cold.)
- The Wrecked Ship is washed up at the Rocky Headland in the storm.
- Get Julian to chop the cupboard with the axe, in the Captain's Cabin.
- Take the box back to the mainland and drop it out of the Attic window.
- Whenever Uncle Quentin goes to sleep in his study, CREEP in and take the box out of the drawer and read the map.
- After reading the map, dig with the spade just **Gerbil Riot Of '67** west of the room and then TELL TIMMY DIG.
- Get the rope, tie it to the ring on the slab and
- To open the door to the gold, Julian has to chop it down.
- When Anne and Dick return to the surface, get them into the well as fast as possible. Get Dick to climb down the ladder and the rope and climb through the well wall.
- Go back and find Uncle Quentin (make sure you are not George). Give him the gold.
- Lead the policeman and Uncle Quentin to where he is and unlock the door.
- RED HERRINGS: The onion and the broken cup (You can use the candle found in the attic but it is not necessary).
- To befriend George bring everyone to the

If you would like to help fellow adventurers out of a jam, please send in your tips and hints for any of the adventures you have played to The Examiner, Amstrad Action, Future Publishing, buildings. George will tag along now so there is no need to bring her separately. Become George and talk to Alf. Alf will bring Timmy to you. Get on board the boat and make everybody drop everything. Dick will probably take the food straight back anyway. Get the oars and row to Kirrin Island. You MUST be George at this point as only she can negotiate the rocks safely.

> When you get to Kirrin Island you must get everybody to take as much as they can. Leave the dropping of the oars to last as if you drop

#### The Weirdstone

Water the plant in the library. Don't take the plant anywhere else to water it, or you'll lose the water and cannot complete the game.

#### Doomlords I

Give the rum to the spider

#### **Doomlords II**

Plait the hair to make a rope.

#### Doomlords III

Give the toothbrush to the crocodile.

Get and eat the garlic to avoid the vampire in

## Dances With Bunny Rabbits

Wear the dress and drop the hanky to get out of

#### Spectre Of Castle Coris

Buy and eat a lozenge to cure the rat's disease

#### Where To Go!

Get a load of this - if you send a stamped selfaddressed envelope to either of the following addresses, within a few days you will receive a catalogue of all the adventures, new and rereleased, that they've got in stock. And then you'll be able to order the ones you want. What a truly amazing concept.

- WoW Software, 78 Radipole Lane. Weymouth, Dorset, DT4 9RS.
- The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, OL2 6SR.

# FINE OF POW POW POW POW

From here on in it's reviews all the way as games and utilities get a thorough AA grilling.

Reviewing software for Amstrad Action is no task for ordinary human beings. And the mob that get the job are certainly not ordinary. They're barely human, come to that...



#### DAVE GOLDER, Producer/Director

Most embarrassing photo: St Paul's nursery school fancy dress part, 1972. "Or was it? How come absolutely no-one's smiling? I reckon, looking back, I might have been hoodwinked into some bizarre devil-worshipping ritual."

Most embarrassing fan club membership:
Doctor Who (you might have guessed).

Most embarrassing record: The Best of Doris Day including The Deadwood Stage.

Most embarrassing revelation: Cycling into a canal after a few too many wine gums.

School nick name: Box
Dedicates this issue to: anyone who's ever

been stuck in a traffic jam on the M25

#### ANDY OUNSTED, Production Designer

Most embarrassing photo: Brisbane, Australia, summer 1988. (Andy's the one the right, by the way... er... we think.)

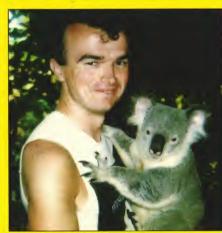
Most embarrassing fan club membership:

Chelsea (some old punk band that nobody's ever heard of. They've been going years – Andy only joined recently and he's member Number 8). Most embarrassing record: Smash Hits

Country Style including Jolene.

Most embarrassing revelation: He's built a Dalek which he calls Cuddles.

School nick name: Dunlop
Dedicates this issue to: My Dad



## Separated at birth?

Biff



you think anyone famous looks like a game character? Or perhaps you know a friend who does. If so, then send your suggestions and/or photos along to us here at Separated At Birth, Amstrad Action, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

this month. Honest guy. Do

## SIMON FORRESTER,

Most embarrassing photo: Mablethorpe, England, summer, 1975. "I was just 18 months old and I hope that potty wasn't full."

Most embarrassing fan club membership: The Hairy Happening Appreciation Society

Most embarrassing record: Pinky and Perky Sing The Blues Most embarrassing revelation: The big wuss is scared of spiders.
School nick name: Squerf ("I'm not actually sure why.")

to: Cathy Bishop



Sarah Tanser, Mr Forrester's stunt double

Most embarrassing photo: That stupid one you printed last month, and you'd better not print it again...

**Dedicates this issue to:** the furtherance of human knowledge.

## AA Trump Cards # 2 For you to cut out and collect. Now you've got

Codemasters



Overall AA totally biased rating ......4

# Go Cartin'4: the carts that wouldn't die

Just when you thought it was safe to go back to using disks and cassettes... THE CARTS CAME BACK! Cart games that slipped the net the first time must be caught and reviewed. The Amstrad Action crew have volunteered for the task.

# Fire and Forget 2

## Available from The Software Cavern & 0628 891101

ver wanted to drive a car that thinks it's a plane (or maybe a plane that thinks it's a car)? Well, it's not very likely is it? The nearest you're likely to get is playing Fire and Forget 2, and frankly that's about as near as the England Football team are to appearing in a World Cup Final.

Thunder Master 2 is your craft for this mission, equipped with phasers and a missile launcher. Your task is to protect the Peace



Conference from terrorists who are heading towards the city to kill the delegates. You are the government's solution. Time is limited so climb into Thunder and get to work.

Destroy everything that comes near you except for the fuel and ammunition power-ups. When you reach take-off speed, launch your car and take to the air.

When you have killed the

If only you could create explosions like this in the middle of Brookside.



The added element of flight turns this into one and a half games effectively – but keep an eye out for that fuel gauge!



convoy of armoured vehicles you get to fight the big baddies. The final confrontation is with the vehicle carrying the tactical 'life thirsty' nuclear mega missile (also known as Trident). Kill this, and the conference is safe.

Somehow the kill, kill ethos seems to work for this game. In fact, this ethos is so all-pervading you don't even have to bother steering to stay on the road; the game does that for you. You just concentrate on aiming the Thunder Master 2 at the enemy and blasting away like their lives (being terminated) depended on it.

If you like driving games Fire and Forget 2 is not for you because there really isn't that much driving in it. But let's not hold that against it. Me? I can drive a car in real life, but because driving sims are, let's face it, so far removed from the



The rest of the game involves driving along and killing lots of things very violently.



real thing, I don't really enjoy them that much. Fire and Forget 2 extracts the

driving element from the equation and what's left is really rather good. If you like shoot-'em-ups and want something a bit different to horizontally-scrolling alien blasting then this should be right up your street (at about 150mph). Sarah

**Jeremy Beadle** 

From New York but

You are James

to use it'. Er, yes..

## Tintin on the Moon

**Available from The Software** Cavern & 0628 891101

ho's this impostor, then? The main sprite in this game is certainly not the Tintin we know and love. He's got brown hair. And he walks like he's got a hernia.



And so they blipped along in a little red rocket avoiding asteroids and such like.



hile, inside the ship, Tintin was having problems of his own with a few fires.

Accompanied by Captain Haddock and Professor Calculus, the Tintin impostor launches into space on the first ever rocket to the moon. The first level seems a bit pointless. You simply guide the rocket through the meteorite storm catching red and yellow spheres on the way. Catch eight red spheres and you go on to the next stage.

Section two sees Tintin inside the rocket, with fires raging and the evil Colonel Boris (hang on, when did he come on to the scene? - Dave)



taking control of the vessel. The rest of the crew

All you have to do is put out the fires, free your

companions, capture Boris and defuse the

bombs before the whole thing

That's about it really. There

have been kidnapped, and bombs have been

blows sky high.

planted throughout the rocket (oh very logical).

One swift kick of the tyres, and we can be back on the road in no time

The roads are pretty narrow, so you have to

Your car is a state-of-the-art Ferrari F40

also equipped with a radar so that you can tell

where the police are, but the display is so small

questions and many more besides will be

**Available from The Software** Cavern & 0628 891101

orry. I just can't summon up any enthusiasm for this one. It's another driving game, as the name suggests You get behind the wheel of your car to take part

**Available from The Software** 

ou've got Plotting!" The cry goes

vou can't get on to your CPC because everyone

been discovered still on sale and the AA office

else is hogging it. The cart version of Plotting has

Yes, Plotting is addictive. It's like Pang in that

respect. Every night Simon and a (usually female)

opponent spend an hour unwinding with a bout of

up around the building. The

telephone never stops ringing and

two-player Pang. It's

brilliant when... (Cut

You're supposed to

be reviewing Plotting,

Sorry, I flipped out

there for a minute. Now

not wibbling about

Pang - Dave).

Cavern & 0628 891101

has come to a grinding halt.

policemen. You

engine and roar

start up the

off down the

road. You've

barely got into



America against some corrupt

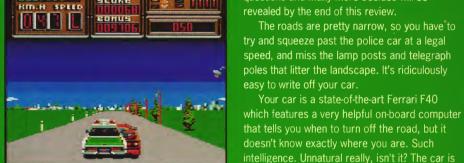
nowhere – this one seemed to land right on top of me! Talk about being crowded out!

You've been playing for less than a minute, and you're arrested. Game over.

What happened? How can I get round this problem? Is there any point bothering? top gear when you The answers to these

BOHUS

crash into the back bumper of a police car.





PUSH 2P BUTTON

You really should watch this - Blob Thang is an expert at this kind of thing.

where was I? Ah yes, Pang. No, Plotting. Plotting is the single person's Pang. It's the game you play to unwind but there's no-one else around to play Pang. Plotting is a game for the interlekchewell type of person. To play it well, you have to kick start the grey matter.

I could tell you how to play it, but I don't know if that would actually help matters. Not that I'm saying you're thick or anything, but it's one of those abstract games that's pretty difficult to describe. The manual say it's as simple as grilling ice cubes - well that depends on whether you still want ice cubes or a grill full of water afterwards. Okay, I'll give it a go...

There are four colours of blocks, and they're arranged in a rectangle. You have a block chucking device that looks a bit like that refugee from Spud-U-Like, Seymour, but without the legs,

What you have to do is throw the block you're holding so that it hits a block of the same colour in which case both those blocks disappear. But don't worry, you don't remain blockless; the block that was next to the one that vanished flies out of the pack and is picked up by your block chucker.

Problems occur when you end up holding block with no like-coloured blocks to chuck it at. In this case you have to forfeit a go and use up one of



your three spare all-purpose, any-colour-goes zapper blocks. When you run out of zappers, the game ends.

Each level has its particular qualifying number of blocks you need to get rid of. When you've destroyed the requisite



Politely stepping over all the unconscious people, Capt Haddock started her up.

Tintin lands the rocket on the moon, but it's not really a level, more like an ending.

Tintin on the Moon is an okay little game, with the emphasis on little. A game should take you more than a couple of hours to finish, otherwise you feel cheated. Tintin is not good or big enough to keep anyone satisfied, and makes you wonder why anybody thought it would be worth releasing on cart. I'll stick with a Twix. Sarah



Remember, it's mirror, signal, manoeuvre.

that you don't realise the light has come on until you see the police car yourself.

A driving sim with a purpose seems like a good idea, but this one certainly doesn't work for me. Crashing is too easy, and there are too many police cars around. Just like real life, really, and who wants that? Sarah

number of blocks, it's on to the next level. If there are several blocks of the same colour in a line and you hit the end one, all but one will be destroyed, and you'll get loads of points. Er, I seemed to be explaining things quite well until then but I think I've lost it now. Dave, help me....

(I suppose I'd better finish this off for her. Plotting is the sort of game to play when you have a spare five minutes. But don't be surprised if that those minutes turn into hours. Plotting is well worth the dosh - Dave). Sarah



# **Streets**

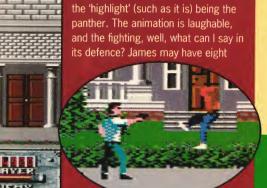
**Available from The Software** Cavern & 0628 891101

ew York, a few years from now. The city has become divided; half is covered in mansions, the other half is in ruins. The mansions are owned by the drug



your trusty 357 Magnum and partnered by Black Virgin, your pet panther you set off to teach the city to 'just say no'. Virgin will attack in your defence but not until you're nearly dead.

The game is a glorified beat-'em-up.



lways just shoot someone in the face!

barons and it is they who control the city. Even Woody Allen is having second thoughts about making any more films there.

The police fight back, with a force headed by John Stevens. Unfortunately, just as the police are making headway, John is kidnapped by the



druggies and it's your job to find him and bring him home. It's a bit like Escape





moves but it's easier to keep

to the right and just punch your way through the screens.

After seven sections you find John Stevens and then you have to find your way back without him dying on you. Hardly taxing, and hardly pushing back the frontiers of gaming. Wild Streets? More like Coronation Street. Simon





# **Pinball** Magic

#### **Available from The Software** Cavern & 0628 891101

kill or luck? Which is more important when t comes to pinball? It's a debate which has been raging for decades. I wouldn't be surprised if there's a university in California that offers courses that look into this very subject.

But, the simple truth is, if you're rubbish at pinball, it is a game of chance, but if you've got the knack, then it becomes a game of skill knowing how to catch the ball on the flippers,

knowing where to flip it, using the tilt option to your advantage. Oddly, Pinball Magic is great ammunition for enforcing both points of view, but great pinball it ain't.



is it just me, or are all these pinball tables more than a little short? They're supposed to be huge.

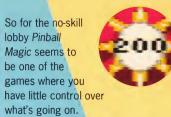


The mechanics of the game are sound enough - the ball moves around the tables realistically and satisfyingly fast; the sound FX are excellent, the flippers allow you a decent degree of control over where you flip the ball and there's a tilt option for those subtle nudges. So from a coding point of view it's a success.

Even the basic format of the game has been reasonably intelligently thought-out so that the gameplay doesn't get stuck in a rut; every time you gain a certain number

> of points you progress to a new table with new challenges.

The problem is the design of the tables. A good two-thirds of them are either plain dull or frustrating. And too many of them have multiple 'black spots' - areas where the ball will bounce straight out of play between your flippers if it hits them at the right (or wrong, depending on your point of view) angle.



But what about your more experienced pin baller? Sure you can learn where these black spots are and use the flippers skillfully to avoid them. But generally there are so few safe areas you end up continually flipping the ball to the same parts of the tables. Yawn, and indeed, yawn.

There are some good tables – especially the Arkanoid-style ones, but there aren't enough. And since you can't leap straight to them (because there is no password system) every time you reload the game you have to wade through all the dull tables again. Which is a

shame, because Pinball Magic is fun in places, but you have to prepared for an endurance test. Dave



rer mind – I'll have a quick game of canoid instead. Hold on just a minute

# Copter 271

#### **Available from The Software** Cavern 7 0628 891101

t first glance I thought Desert Strike had come out on the CPC. Nope. I slumped back into the chair. Another vertically-scrolling, helicopter shoot-'em-up, though with a bit of SF thrown in to spice things up.

Earth has been invaded by Martians. Life as we know it will come to an end if you fail this mission. So climb into your Copter 271 and take to the air.

The screen scrolls slowly so you have to be quick to dodge the enemy. You can move up,



This looks like one of those 'just about to blow up' situations if you want my opinion

down, left and right – dead handy that – but once the screen has scrolled by you can't go back down to blast something you've missed.

And you can only fire up the screen, so if a baddie is attacking at, say, two o'clock you have to move down and right to shoot it - not very convenient.

You can pick up armaments by flying over the things that look like landing pads. These increase the copter's fire power, either with rockets or extra guns. The Martians have taken over everything, blast away at everything, because everything is bound to be the enemy.

And after a while you feel your eyes closing as the boredom creeps into

your bones. It's not as though the game is too easy, or too difficult. It's just that the sea stretches on for seemingly endless screens. The swarms of alien aircraft keep coming, and the copter explodes into a fireball at the slightest impact. There is a detectable delay between the hit and the explosion which lulls you into the false security that you got away with it this time. No such luck.

You get more lives than a buddhist would know what to do with, so the game continues for what seems an



The guy on the right who's just about to die horribly is actually you in your copter.

including Channel 4, so you might as well eternity. As you die for what seems to be the five-hundredth time you have to decide, do you climb back into your copter? No, not on your nellie. Game well and truly over. Thank God. Sarah



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BRITAIN'S BIGGEST AND HARDEST SEGA MAGAZINE!

SHE'S GOT IT...

And here we can see the helicopte n one of the rare occasions that it n't blowing up or crashing.

# Character forming

When you want to push Protext past its limits what you need is a print enhancer. One of the best is ProPrint, and now it's available on ROM. Cue Simon Forrester...

re you bored with Protext? Are there things it doesn't do that you'd really like it to do? Maybe you've thought about producing a fanzine and wanted to stretch your word processor that little bit further to bridge the gap between WP and DTP. If so, Campursoft may have just released the answer to all your problems, in the form of the ROM version of ProPrint.

If you want to know the full story on the original disk version, either hunt around under the



That's what we like to see - loads and loads of on-screen help, at the touch of a button.

bed for issue 94, or order it from back issues if you didn't get hold of it the first time round. For all of those who don't want to bother, here's the basic idea in a nutshell:

When you're word processing in *Protext*, you can use what are known as control codes. These are used to alter the style of the text, underlining, printer configuration, things like that, in all the usual ways. However, ProPrint patches these codes, allowing you not only to change text attributes, but change text styles (fonts) altogether, as well as printing various useful graphics, such as boxes, etc.

#### **Custom-built**

The other side to ProPrint is the font designer, a handy little program that allows you to design custom fonts for special uses, or alter the existing ones. How much simpler could life be?

Well, life could be a little bit simpler. For a start, I'm sure they could do something about milk cartons, and when they've finished with them, putting ProPrint on to ROM would be a good move, as loads of people don't want to

spend hard cash getting an instantly accessible Protext ROM only to be slowed back down by having to load up ProPrint from disk. Oh - they have. I bet milk cartons are still pigs to open, though.

#### **Seriously pleasurable**

Basically, what we deemed a decent little package back in issue 94 is now even more likely to make your life seriously more pleasurable, as the Protext-patch half of the package now comes on a ROM chip (accompanied by a font disk containing, among other things, the font editor).

You want a verdict? Okay then. ProPrint is definitely a package that any serious-minded Protext user should consider getting hold of. 'Nuff said. Simon

#### Details

RODUCT: ProPrint on ROM £24.99 (£10 discount for existing ProPrint users)

Campursoft, 10 McIntosh Court, Wellpark, Glasgow, Scotland G31 2HW

# Hmm... What could this chart represent?

on to the summary-type thing.

#### The summary-type thing

Pro-Ext seems to be picking up momentum and threatening to challenge *ProPrint* in the must-have department. It's a pity the extra features weren't included the first time round, but thankfully they're here now, and they improve the package mightily. So if you want a Protext print enhancer but don't want to go to the expense of the Campursoft

#### Details

PRODUCT: Pro-Ext ICE -£15

East Sheen, London SW14 8RF 2 081 876 7032

# Pro-extras

Why put up with your old Protext when you can customise it with Pro-Ext? **Simon Forrester discovers** what the upgraded version has to offer.

ncanny. Not just the fact that we're Protext prince enhancers in the same issue, but the facts that they're both updates, and both of their predecessors were reviewed in the same issue (AA93 for all you Back Issue

In the original contest Sentinel Software's Pro-Ext was outclassed only marginally by Campursoft's ProPrint. The main problem was the lack of a font editor. In this rematch, then, does ProExt close the gap? Let's check out what it has new to offer:

• Charting package – This is a great little function which allows you to present statistical data in eve-catching ways. And it's dead easy to use, as well. All you have to do is enter a set of numbers and categories, and Pro-Ext will be quite happy to convert those figures into a bar

chart, pie chart or whatever, ready for you to paste on to a Protext page by way of a simple control code.

• Font Editor - This is something that you should find incredibly useful, because when you're bored of all the usual fonts you can start to design your own! Hang on... I think I'm getting this strange sense of déja vu... (I wouldn't be at all surprised - check out this month's

# TO 041 554 4735.

covertape - Dave). Never mind. Anyway, let's get

ROM, this should be your first choice. **Simon** 

Sentinel, 41 Enmore Gardens,

# Paradise DOSsed?



Is the world big enough for another high capacity disk operating system? Is your ROMbox? Simon Forrester may have the answers...

aybe you didn't buy RAMDOS. ROMDOS, ROMDOS XL, RODOS. 400 K/S, MS800, S/DOS, Xexor or MagicDOS that we so graciously gave away on the covertape. Maybe, just maybe, you've got a 3.5-inch disk system on which you're only storing 180K because you've been living on Mars for the past year. Maybe you do want another DOS system. Why should you, though? Well, that all depends, now, doesn't it ...?

#### Let battle commence

So the 10th episode of the battle of the DOSses is a 16K ROM chip called ParaDOS. ready to sit very neatly in either ROM slot seven of your CPC (Quantum do that bit for you if you ask really nicely), or in any other slot you choose. It's the standard 'bung this chip into any available hole, and it should sort itself out' arrangement, making the product truly flexible and compatible with almost any set-up. So what sets this one apart from its nine predecessors?

Let's talk formats – disk formats. ParaDOS has got a pretty good selection, really, and will happily cope with all manner of ROMDOS. S/DOS and infinite other disk formats.

Great, it's another high capacity system, the only difference being that this one really is going to have to do something special to justify its creation. Unfortunately, fire-juggling is a bit difficult for most humans, let alone lumps of silicon, so I'll settle for something a bit more useful.

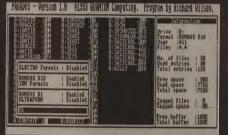
#### Disk management

ParaDOS behaves just like any normal high capacity disk ROM until you issue the IDRIVE command without a parameter. When you do, you'll get dropped into ParaDOS proper, the disk and file management utility that this package is based on. What does it do, then?

 File copying – Well yes, that's essential really, isn't it? (Don't argue). The point is that

at some point you may have files on one disk that you want to transfer to another. You could just load them in and save them out if they were purely BASIC or purely Machine Code files, but what happens when you've just got a bunch of 10 mixed files, and you want to move all of them? This is where ParaDOS helps out, with a multiple file copier. Backing up – Note, that's 'backing up', not

- 'shamelessly copying'. There is a big difference. You have been warned. Attributes – This is for stuff like defining
- system files as system files, read-only files as



The handy file selector system is a Godsend for multiple file operations.

read-only files, and... well, I think you get the general idea. It's one of those handy functions that you never realised you wanted until you've used it for a while.

#### What's more...

Yeah, okay, so there's a lot more to ParaDOS than just three functions; suffice to say it should take care of most of your needs when DOSsing about (you are most definitely fired - Dave). Is it in the least bit useable though? No, it isn't.

Only kidding, Quantum, of course it is - I just thought I'd make you sit up. When a disk is 'logged' on to the package, its files are displayed in a clear table, showing user areas and file attributes as well as filenames. Down the right-hand side of the screen is a little box giving all sorts of important information about

the disk you're working on and its format, as well and the CPC's own available buffer space.

All selections are made via a little menu bar that sits across the bottom of the screen, with the normal functions on display. If you were to hold down control, though, you'd see (and therefore be accessing) the 'all files' menu, in which whatever operation you select will be carried out on all files (as opposed to just one). The shift key is quite happy, incidentally, to display the disk functions (such as format, verify, configure, etc) as opposed to file operations (as you'll find on the other menus).

#### **Room for one more?**

So should you buy it? Well, it's hard to say to be honest. If you've got ROMDOS and MAXIDOS. I wouldn't worry too much about getting hold of ParaDOS, as you've got the lot already. If you've only got one or the other, though, and you need a utilities ROM or a high capacity DOS ROM, ParaDOS really does look like it's the one to get - it supports every other disk format the CPC is ever likely to see, and should stand you in good stead for a long time to come. Simon

Amstrad 128K Microcomputer (v3) ©1985 Amstrad Consumer Electronics plc and Locomotive Software Ltd. PARADOS V1.0. @1993 QUANTUM Computing. PROPRINT Rom v1.5 @1993 CampurSoft. MAXAM 112 assembler @1988 Arnor Ltd. PROTEXT word processor @1985 Arnor Ltd. ROMDOS (C) KDS 1988, Tel.(04853) 2076. Written by Dave Instone Brewer. BASTC 1.1

How would you like to have a slightly more powerful sign-on message?

### **Details**

RODUCT: ParaDOS ROM LABLE FROM: Quantum Computing, 10

Lakin Drive, Barry, Mid Glamorgan, South Wales CF6 5AJ T (0446) 746920 If you have any doubts about fitting a ROM

to your machine, or you want Quantum to do it, we strongly advise ringing them before you send money all over the place.

One final thing - you might have a copy of ROMDOS, RODOS, S/DOS, ROMDOS XL. Xexor, etc, on ROM already. If so, you won't really need it once you've got ParaDOS, so send it along with your order for a £5 discount.

# Stellar Outpost

Forget Ripley. Skywalker went out with green nylon shirts and Buck Rogers can't help you any more. There's an alieninfested Stellar Outpost out there somewhere, and only one man can save the day - Spacetrooper Forrester.

hess – the ancient battle of wits between two warring minds expending countless soldiers in the guest for victory. Soldiers on horseback charge forward into the melée. defending the honour of queens, while bishops remove assassins with deadly blows of a sceptres. There is no place for God on the battlefield.

Or if chess is a bit too staid for you, try this for size - there's a swarm of aliens somewhere on a spaceship, and vou've got a very serious problem on your hands - they're hungry. Armed only with an enormous gun that fires just about anything that might possibly hurt, maim or disfigure, you've got to track them down and get some serious eradication in before tea time.

The handy map screen gives you the locations of your troops, notable objects, spottable aliens and lots and lots of walls.

Or how about a combination of the two? Sort of a cross between Ripley and Nigel Short versus the alien scum? Alien-bashing whilst being painfully thin in a suit? What if we painted squares on to the floor of our space station as well, and asked the mutant insectoids from the planet Death in the Not-very-nice-at-all Quadrant to kindly keep to the squares, thank you very much?

Seriously, though, if you'd played enough fast action alien-bashing games to last you a life time, why not sit down and work out your attacks strategically? That's right - in essence Stellar Outpost is a strategy game. I, being the sort of chap who either likes to sit down at a chess board or go into bald-headed psycho mass-murder specials with a big gun, was of the opinion that



Shortly after teleporting, Pete was surprised to be mauled by a huge green allen thingy.

this strange hybrid of the two was going to be about as exciting as cold porridge.

But I was wrong (there's a first time for everything). Outpost is anything but dull. The plot is simple; you command a crack troop exploring a space station infested with aliens. It's your job to clear it up and get the generators back on line. Your troop consists of various specialists:

- Troopers your standard meat-head blokes, who chew a lot of gum and have huge teeth (a bit like Dave, then - Andv),
- Navigators these blokevs are fairly useless. but they do know how to use those alien detectors that build up so much tension in films.
- Engineers spanners are pretty good all-

rounders, really; they're good for destroying walls and setting up barricades.

Medics – or rather 'medic'; you only get the one, and once they get their hands on a medical kit, they do all that human kindness stuff, and patch up your team.

And so, with your crew assembled (they teleport on to the station two by two) - "Let's go to work."

You don't move your men in the normal action/exploration

To get hold of a copy, just send a cheque for £4.99 (tape) or £6.49 (disk) to Angela Swinbourne, 11 Vicarage View, Redditch, Worcestershire B97 4RF.

game manner, using the joystick - instead, you have a cursor which you move around the screen and use to select which player you want to move and make them to do their stuff.

The game is divided into 'turns'. On your turn, each of your men has a number of action points, which are depleted when they move, pick things up, kill things, etc. So when you've moved all your men where you want them, or failing that left some of them standing around (the choice is yours), you end your turn, and it's the aliens' turn to have a go.

The scary thing is that when your troop is stomping about, the aliens are dormant - you can walk right up to them and kill them. This does mean, though, that when the aliens take their turn, your men suddenly become less mobile than arthritic snails. Why have this kind of system? That's where the gameplay comes in..

You see, this is what makes it a strategy game (I did mention the fact earlier) - you have to plan ahead. As most of the aliens are invisible (well, the station is out of power so the lights are out, and



The allen dispatched, Pete decided it was safe to crowd the place out with his mates.

your men can only see them when they get into torchlight at close range), you have to think about attack, exploration, and defence strategies – it's like a game of chess, except for the fact that you get to move several pieces each turn.

I could spend all day explaining how this game works, because it's incredibly detailed - not complex, just detailed. Whereas with chess a newcomer would have to remember how each



The engineer frantically looked around for the TV he was supposed to be fixing.

piece moved, and then fight off fiendishly clever attacks from their opponent, Outpost has rules simple enough to make it instantly playable even for the complete beginner, while retaining the kind of depth that keeps you going back for more.

I usually loathe strategy games. The thought of reviewing one really didn't fill me with the kind of enthusiasm suitable for giving a game an impartial review. All I can tell you is that Outpost managed to convert me. Simon

#### GRAPHICS

They're not really much cop messy and not entirely clear.

SONICS

A few strange farty noises and

that's about yer lot. **GRAB FACTOR** 

Though it's a bit slow it's instantly playable, and draws you in.

**STAYING POWER** 

And once you're hooked, that's it you'll be alien-bashing for ages.

# Back issues

OUT! Issues 1-65, 67-74

Still available: Issues 66, 75-97



Issue 91: All the dirt on who's doing what in the CPC world. Hacklt black box of tricks reviewed. On the tape: Tasword (word processor) and Colossus Chess 4.



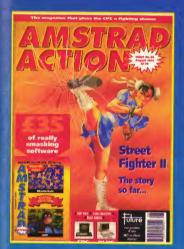
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